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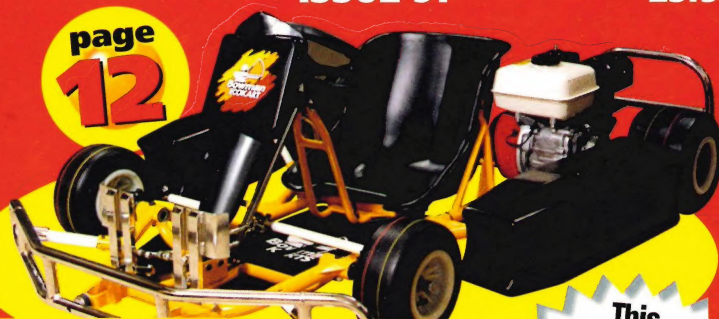
ISSUE 31

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64



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WIN!

This
£2000
GO-KART
inside!

MAGAZINE

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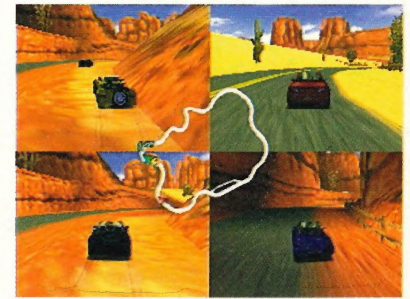
Welcome to issue 31!



Roadsters Trophy

This could be the game that all speed freaks have been waiting for! Take a ride in the sexiest cars on the road!

06



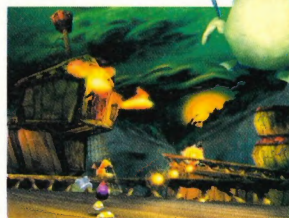
FEATURE

LOST IN FRANCE

Rayman 2

We sent an intrepid writer into the depths of France to track down the elusive Rayman!

40

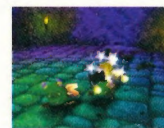


40 Winks

It's the platform game that's literally a dream! Could it beat Banjo?



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Gex 3: Deep Cover Gecko

Entering gecko heaven!

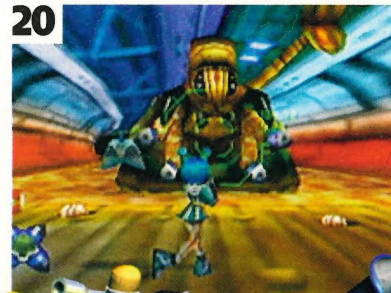
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Jet Force Gemini

Now with redesigned heroes and looking better than ever, Rare's bug hunt is a sure-fire winner!

20



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or via our Web site at www.totalgames.net



Win! This £2000 Go-Kart

We've got together with Titus to celebrate the launch of *Roadsters Trophy* by dishing out two grand's-worth of mini-motor!



Now you can play a deathmatch game even when you're alone! Artificial Intelligence gets nasty in Acclaim's new shooter!

Turok: Rage Wars



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Use our coloured section headings to find the pages you want. Fast!

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Does the superstar striker have what it takes to put a ball past FIFA and ISS?

Michael Owen's World League Soccer 2000



Worms Armageddon

Get ready for Worm War Three!

Win RC Cars And ReVolt!



38 Control a radio controlled car in a game, then control it for real, courtesy of Acclaim and ReVolt!



64 sight

Looking ahead to the games you'll be playing in coming months!

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Roads

The race is on!

Want to put a little va-va-voom in your N64? Titus's new racing game *Roadsters Trophy* could be just what you need. With over 30 high-performance and ultra-sexy sports cars to choose from, you can

drapе one arm over the side of the door, put on a pair of hugely expensive sunglasses and pose away to your heart's content without worrying about the weather or some little git running a key down your paintwork!

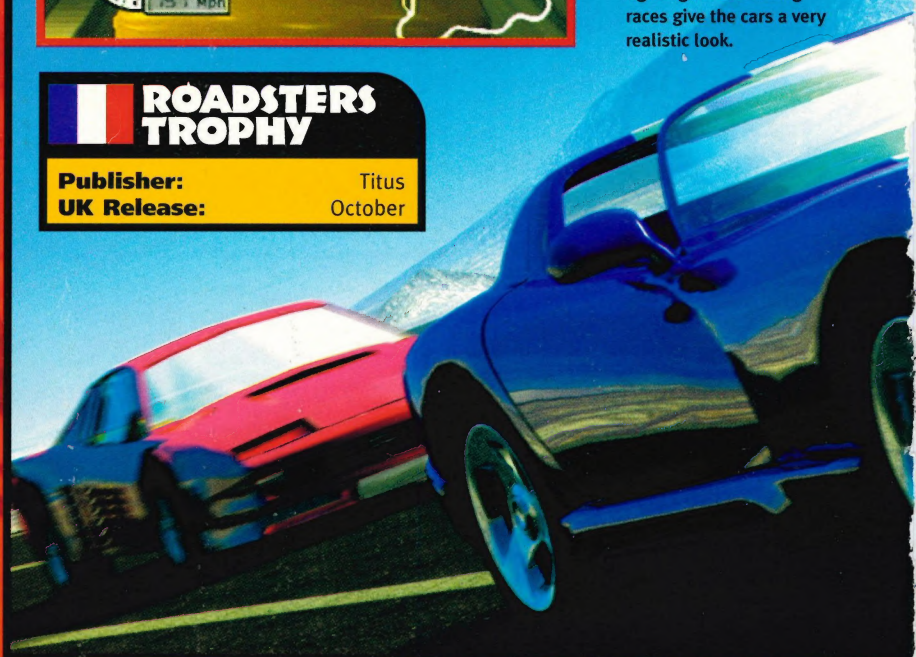
Roadsters Trophy features ten tracks, which have various mirror and reverse options that bring the total number of variations to a rather beefy 40. To add



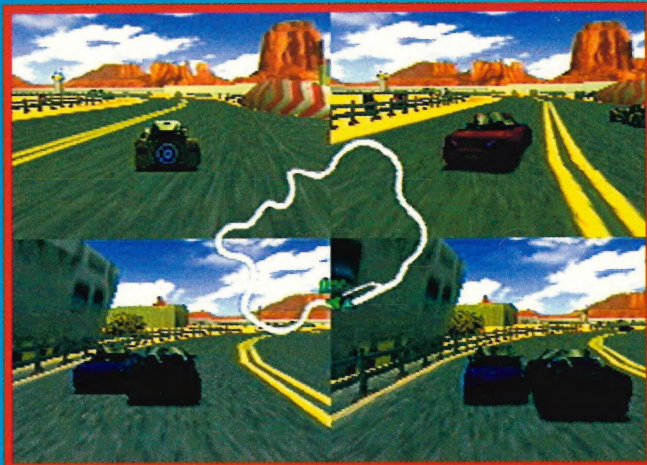
▲ The various cars in *Roadsters Trophy* are incredibly detailed, right down to the dials on the dashboard!

◀ Check out the shine on that paintwork! Real-time lighting effects during races give the cars a very realistic look.

ROADSTERS TROPHY
Publisher: Titus
UK Release: October



ters Trophy



▲ Four people can take each other on in highly-contested races. Even with four people, there's no slowdown!

some new tweaks to the somewhat overcrowded N64 racing genre, *Roadsters Trophy* also features weather conditions that change over the course of a race, full customisation options for each car, and even a betting system!

Little Red Roadster

The main part of the game is Trophy mode, which is played out over several seasons and the three different classes of car. You begin with \$100,000 (personally, we'd



be happy to stick with that and not bother racing!), with which you have to buy your first car and pay for entry fees and car upgrades. In order to progress through this mode, you have to earn money so that you can buy new cars and parts.

Unlike most games, where the money you win comes from your position in the race, *Roadsters Trophy* also lets you bet on the outcome of the race. Each car has different odds, with lower-performance cars having more profitable odds. If you wanted to be really sneaky, you could attempt to throw the race and sabotage other drivers' chances to make sure that an

Faces Of Racers

There are eight different drivers to choose from in *Roadsters Trophy*, four men and four women. If you don't feel like you're a Ricky or a Mei-Ling, you can rename the drivers to suit yourself. Although the driver you choose doesn't affect how the cars handle (that's down to the specific customisation choices you make) they do each have their own unique taunts, which they can use against other drivers!



alex



angelica



billy



linda



mei-ling



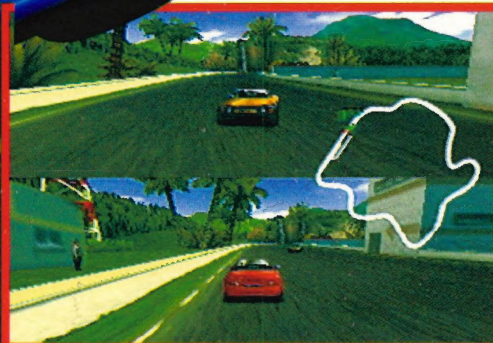
mr slim



reyna



ricky



Get Your Spanners Out

The old saying 'it takes money to make money' is certainly true in *Roadsters Trophy*. You might be able to win some early races based solely on skill, but as the competition gets more and more powerful, and the races start costing more money to enter, eventually you're going to have to start tweaking your car to get maximum performance.

Each car has a number of engine options to choose from, but obviously the more powerful the engine, the more money it costs. If you don't feel like ripping the engine out of your car and replacing it with a new one, which might drastically alter the car's handling characteristics, you can get more subtle performance modifications by adjusting suspension settings, gearbox ratios, tyre types and aerodynamics. For real *Max Power* types, you can squeeze in a turbo and give yourself a humungous boost of power – just remember that it'll make your car harder to control!



underdog you've bet upon comes through and wins the race! Not that we're promoting crooked gambling or anything, of course. Nuh-uh.

Like Titus' previous racing game, *Automobili Lamborghini*, *Roadsters Trophy* includes a pitstop section. In long races, getting the best possible performance out of your pit crew is



vital, in order to make sure that the tyres you're using are the best ones for the track and weather conditions at that moment.

Gone In 60 Seconds

The ultimate goal in Trophy mode is obviously to become the racing champion and help yourself to copious amounts of engraved silverware, but there's another goal as well – to have the most amazing collection of flash cars this side of Jay Kay's garage. The more money you earn, the more motors you can have filling your driveway, and once you've bought a car, you can use it in any of the races. A race that was tough when you were racing it in a teeny





Fiat Barchetta might present an altogether different challenge when you show up on the starting line with a gnarly 500-plus-horsepower Lamborghini Diablo!

Roadsters Trophy definitely looks the part, with a clean and sharp visual style that's quite different to most N64 racers. Look, no fuzziness! At the moment, car handling is undergoing some final tweaking to make sure that each vehicle handles like its real-world counterpart. Cars handle differently depending on their layout, with the position of the engine and front- or rear-wheel drive making a big difference to how the car handles through corners, and even adjustments to the suspension can make two otherwise identical cars handle differently.

Velvet Rims

If all this complex mechanics seems like a bit much for you at first, you can alternatively get stuck straight in with the Quick Race mode, where all you need to worry about is which colour looks best for your car. Another option is the perennial Time Trial mode, the only opponent being the clock as you



Fossil Canyon



You'll have a job finding any fossils in amongst all the oil drilling rigs and powerlines!

Titus Park



A cross between Titus' headquarters in France and a certain dinosaur-related theme park!

Hit The Road, Jack!

Ten tracks, each with mirror and reverse options, await you in *Roadsters Trophy*. That makes 40 different routes to learn if you're going to be sticking that trophy in your cabinet.

Temple



Head into Aztec – or is it Mayan? – country as you plough your car through an archaeological site.

Ski Resort



Hope you remembered your snow chains – this course combines tight turns with deep snowdrifts.

Lumber Mill



Another snowy course, but not quite as hard as the Ski Resort. *Twin Peaks* fans will feel right at home.

Area 51



Agent Mulder would give his right arm to get in here, yet you can just gad about with impunity!

Rocket Base



An equatorial rainforest also houses the launch site for an Ariane rocket. Did you bring your earplugs?

Pleasantville



A trip through a rose-tinted vision of the American heartland. The locals doubtless have some guilty secret!

Chateau



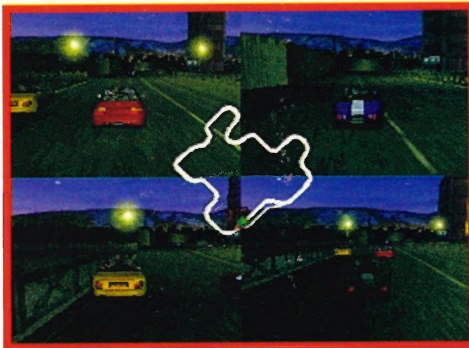
Bonjour! With Titus being a French company, it was inevitable that there'd be at least one Gallic-themed track.

Docklands



A kind of mutated version of London. You can tell it's not real, since the docks aren't full of yuppie apartments!

▼ What is it with racing games and tropical island paradises? You'd think the programmers were dropping holiday hints!



try to beat your own best times around each circuit.

Naturally there's a multiplayer game, which can feature up to four racers at once in the manner of all the best N64 games. The cars have to be unlocked by playing through the one-player Trophy mode, but once they're available, you can pit wildly different cars against each

other (how about a Ferrari against an MGF?) to see just how much driver skill plays a part. Multiplayer games feature a championship system, similar to that in *Mario Kart 64*, so you can take on your friends over several races to see who comes out as the best driver overall. Based on what we've seen, the multiplayer game should be just as fast and smooth as the one-player version.

Baby You Can Drive My Car

In what is becoming an extremely cluttered segment of the market – racing games account for a surprisingly large chunk of the total of titles available for the N64 – *Roadsters Trophy* looks as though it has enough different elements to stand out from the pack. The huge

▲ Whoo-hoo! Although you can't go off the road in *Roadsters Trophy*, it is possible to be flung into the air by bumps...

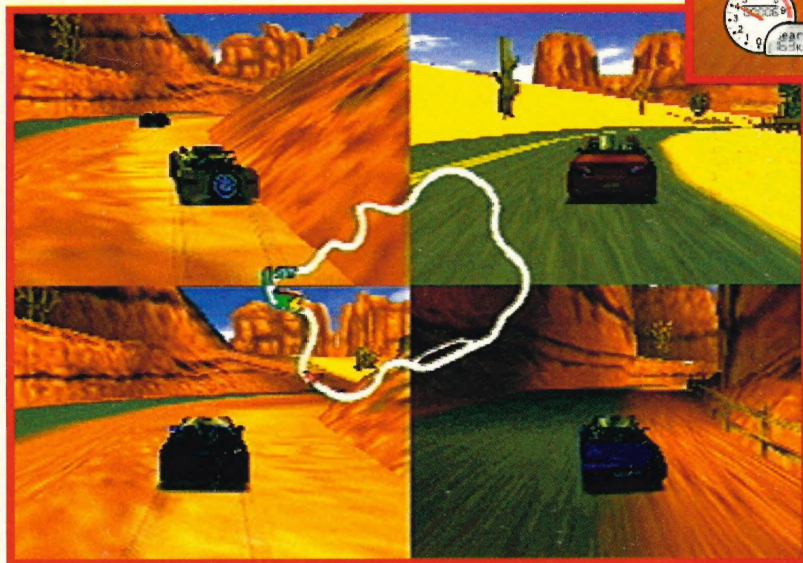
range of cars – real ones, as opposed to the hybrid mutants found in the likes of *World Driver Championship* – and broad range of customisation options means that there's a lot of playability there. Even once you've managed to buy all the cars, which will take you quite a while, you can still tinker with them to try and find the ultimate balance of performance.

Next issue, we'll be giving *Roadsters Trophy* a full road test and telling you whether it lives up to its promise. Who knows, the N64 could have a new racing champion on its hands! ■

WIN!

A GO-KART!

If you feel like experiencing some high-speed racing for real, then just turn the page – we've got together with Titus to give you the chance to win a Go-Kart worth £2,000!



▲ The action may be hot, but fortunately the cars are convertibles!

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WIN! A GO-KART £2000



We're going car-azy at 64 MAGAZINE this month! In keeping with the wheeled theme of the issue, we've got together with our pals at Titus to celebrate the impending launch of their rip-roaring racer Roadsters Trophy, and we're offering a truly amazing prize!

One lucky winner will find themselves in possession of £2,000-worth of adrenaline-inducing Go-Kart and racing accessories! There are two different models – if you're aged 8-12 you'll receive a cadet kart complete with helmet and racing suit, while older winners will find themselves in possession of an adult-sized kart and helmet! The kart will be delivered direct to your door, and it'll even be set up for you. Can't say fairer than that, guv!

The kart itself has a Honda GX160 engine which can pump out 5.5 horsepower. It might not sound much, but when you're sitting just a couple of inches above the ground and screaming around your local kart track, it'll be more than enough for you!

With such a great prize up for grabs, we could have made this competition really difficult, but then we decided to be the nice people that we are and make it reasonably doddlesome instead. So put your pens to postcard, and get ready to answer the following questions...



1: In what country is Titus based?

- A: France**
- B: Russia**
- C: Mongolia**

2: What sort of animal is Titus' mascot?

- A: Fox**
- B: Hippo**
- C: Duck-billed platypus**

WORTH

00

sters Trophy!



Since those two questions really were easy, there's also the small matter of a tie-breaker. Complete the following sentence in as amusing a manner as possible!

Tie-breaker:
"The Roadsters Trophy go-kart should be mine because..."

Put your answers and tie-breaker along with your age on a postcard and whizz them off to Kart Attack compo, 64 MAGAZINE, Paragon House, St Peter's Road, Bournemouth BH1 2JS. Make sure your entry gets here before 7 October, or it'll be left on the starting line!



The Kart!

Honda GX160 5.5hp engine, hand-built steel powder-coated chassis, full-width rubber-mounted front and rear bumpers, nylon wheels with corporate tyres, mechanical disk brake, chrome accessories, deformable sidepods, plastic floor tray, nylon track arms, plastic seat, 30mm solid rear axle, sprocket protector.

Kart supplied by Bowman Karts, tel (01727) 826934, fax (01727) 826935.



40 Winks

Ready for a little night-time Ruff and Tumble?

Dreams aren't always sweet. Good dreams are created by little creatures called Winks, who enter your subconscious while you sleep and make sure that Freudian tomfoolery is kept to a minimum in favour of your having a decent night's rest and some entertainment at the same time. No good deed goes unpunished, however, and thanks to the malign actions of the sinister Nitekap, the Winks are being taken prisoner and

replaced by evil Hood-Winks, who like nothing more than to turn your night's sleep into one massive nightmare!

That's the premise behind GT Interactive's new game *40 Winks*; if anyone is to have a decent dream again, it's up to the oddly-named kids Ruff and Tumble to enter the dream world and rescue the Winks from Nitekap. You'll never guess how many of the little fluffy creatures there are to locate...

Dream On

Choosing from Ruff or Tumble at the start of the game (no two-player co-operative game, unfortunately), you begin in your bedroom and from there start to explore the rest of your house. As well as the house, there are six

▶ Ruff is on the left, Tumble on the right. Surely those aren't names any loving parents would give their darling children!



different worlds in *40 Winks* – Nightmare, Underwater, Space, Prehistoric, Castle and Pirate. Teleports in the various rooms of the house lead to different dream worlds.

To help out beginners, *40 Winks* features a character called Wakey Wakey – a walking, moustachioed alarm clock who's not related to TT from *Diddy Kong Racing*. At all. Really. He pops up throughout the game to offer tips and advice on special moves, although the

40 WINKS

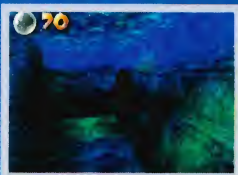
Publisher: GT Interactive
Developer: Eurocom
UK Release: September

Different Worlds



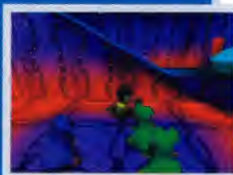
Nightmare

Creepy graveyards, haunted houses and dens of monsterdom – this is a place where things really do go bump in the night!



Underwater

If you enjoyed the sub-aqua sections in *Mario 64* and *Banjo-Kazooie*, then you're going to love these oxygen-starved, fish-filled levels!



Space

The most original of *40 Winks*' levels, Space features crashed rockets, mutant creatures and little Grey aliens.



Prehistoric

When dinosaurs ruled the Earth, they were probably just as nasty as they are here! Amazingly, giant T-Rexes are the least of your problems!



Castle

It's got dungeons, and it's definitely got dragons! You'll have your work cut out to rescue the Winks from this ominous fortress.



Pirate

No time for sunbathing on these tropical treasure islands – they're full of cutlass-waving pirates and killer crabs!

▶ An armchair? It might be a comfy place to sit down and watch telly, but in *40 Winks* it also doubles as a save point.

▶ Safe inside her power armour, Tumble lets rip at a gang of mutant space bunnies with a barrage of powerful rockets.





▲ "To infinity... and beyond!" The Buzz Lightyear-style power armour is fitted with a rocket pack so you can reach those high-up places.

game's controls and objectives are straightforward enough for you not to need him most of the time.

If you've played *Mario 64* or *Banjo-Kazooie*, then you'll feel right at home in *40 Winks*, as most of the game controls are the same. Yes, there's even a bottom-bounce move! The camera is controlled with the C buttons, although it doesn't appear to have as much freedom as in *Banjo*.

Wake Up, Time To Die!

Although your ultimate aim is to rescue all of the Winks trapped in each level, to do this you have to collect cogs to open up locked areas. Yes, cogs. Don't ask us why, we're not sure, unless it's some kind of alarm clock-related malarkey. The levels are full of doors and lifts that need you to have collected a certain number of cogs before you can open them.

You also need to keep on collecting Zs. The reason for this is simple – you need them to stay asleep and remain in the dream world. Every time you get hit by an enemy or fall to far, you lose a number of Zs, which scatter around you like in the old *Sonic The Hedgehog* games. You have a second or so to try to



▲ What's worse than finding a werewolf in your apple? Finding two werew... doh, completely messed that joke up!

pick them up again, otherwise they vanish. Run out of Zs, and you wake up in a cold sweat! The last common pickups are moons, which power your special attack – as a kid it's a kind of annoying screech, and when transformed it's an appropriately destruction weapon!



Dream Casts

If you've got an Expansion Pak installed, *40 Winks* offers you a choice of three different graphics modes. If you're expecting a hi-res mode you're in for a surprise – *40 Winks*' additional graphics modes increase the number of colours used and also add extra lighting effects.



Normal

Play without an Expansion Pak and this is all you'll get. Not bad, but nothing special.



Medium

Extra detail is put onto the textures, but you don't lose any speed. A good compromise mode.



Highcol

At a very slight frame rate cost, the textures are now more detailed, and you get real-time lighting effects!

Hello, Missus!

40 Winks kicks off with an animated intro sequence as Ruff and Tumble's mum – or 'mom', if you will, since this UK-programmed game seems to be oddly loaded with American accents – puts them to bed and explains about the Winks and the Hood-Winks. You never see her face, but she's got quite a nice bod for a videogame character. Too bad she's got kids, eh?



Oh, no talking, no pillow fights and no reading under the covers.



...the Winks are little creatures, who live in the land of dreams.



of dreams. It's their job to make sure all your dreams are of the very highest quality.



but mom, sometimes I have a dream and it's not like that at all... it's scary...



but mom, what if something happened to the Winks – who'd save us from hood-winks then?



Oh! Well you the would have to go and rescue them. Wouldn't you?

Transformers!

In order to make it through the levels, Ruff and Tumble will need to call on the powers of the Jack-in-the-Box to turn themselves into more powerful dream warriors. There are four different guises, each in a colour-coded boy (blue) and girl (pink) version.

Neanderthal

An evolutionary step back, but it gives you super-strength and a faster run.



Ninja

These agile warriors of the night not only move very quickly, but they can jump a lot higher!



Mobile Suit

This Buzz Lightyear-style power armour comes equipped with a thruster pack and wrist-mounted rockets!



Jester/Fairy

Tumble gets to be a fairy, while Ruff plays the fool. Isn't that always the way with young brothers and sisters?



▲ As you explore the six dream worlds, you need to keep collecting Zs to protect you from enemies and let you stay asleep.



▲ The nasty Hood-Winks don't just sit around waiting for you to spoil their master's plans – they leap in and start biting you!



▲ "This is for what you did to Eric Cartman, you big-headed, bug-eyed freak!" Give those alien Greys some human hospitality.

The Race Is On!

Each world, as well as the normal platform-filled levels, includes a race! It's you versus Nitekap's current champion, with you riding a rocket through some very twisty levels. Win the race and you get to keep all of the power-ups and items you collected in the course of the race, but lose and you'll get nothing but Nitekap's mocking laughter...



▲ On a clear day you can see for miles. The pirate galleon has a good view, but it's a nightmare to jump up there!

40 Winks is a quite big game, and it also has some sections which turn out to be a lot trickier than they appear at first. But the N64 is not short of cutesey 3-D platform games, so will 40 Winks be able to keep gamers' eyes open? Find out next issue when we bring you the exclusive review!

Preview Playtest

The version of 40 Winks we played this month was unfinished, so there's still some fine-tuning to do, mainly on the character movement – at the moment, they have a habit of sliding off small platforms, which gets very annoying! This should be fixed by the time we get the finished game for our exclusive review next issue.

40 Winks is a good-looking game with some colourful, if not especially original, levels. It has some clever sections, like the races and the transforming characters, which should stop it from being just a Banjo-Kazooie clone. Whether the game as a whole is different enough to stand out is something you'll have to wait until next month to find out! ■

64 MAGAZINE RATING: ★★★★★



▲ Surely that's not loveable PlayStation mascot Spyro the Dragon? And surely you're not going to kill him in a most brutal manner? (Hee hee.)



Destruction Derby

Crash and burn!

Mirror... signal... manoeuvre... ram the stupid git off the road! *Destruction Derby* is burning rubber towards the N64, and it's a racing game where sportsmanlike behaviour is actively punished.

Destruction Derby is supposedly a racing game. Yeah, like Bill Clinton is a

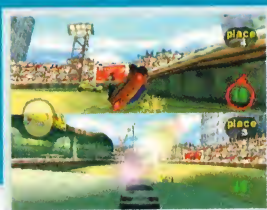
perfect husband. Although chasing around circuits at high speed does play a part in the game, the chances of a race being won by anyone actually driving across the finish line are fairly slim. It's more like a war of attrition, extra points being scored for smashing into other cars and writing them off.

DESTRUCTION DERBY

Publisher: THQ
Developer: Looking Glass
UK Release: 5 November

Driven To Destruction!

The ultimate driving challenge! The objective is to be the last surviving car in the arena, which is much harder than it sounds when the place is full of mad drivers, human and computer-controlled, trying to smash you to pieces! As you can see, Player 1 doesn't look as though he's going to be putting a trophy on his mantelpiece any time soon...



Although it won't be the first N64 game to feature car damage, since *Top Gear Rally* got in there ages ago, *Destruction Derby* takes the next logical step by having pieces fall – or more often fly – off the cars when they crash. A particularly badly-beaten motor can be missing doors, wings and even a bonnet yet still be driveable, but there's a price to pay. If your car takes too much damage (shown by a very large display at the side of the screen) then it will explode!

Destruction Derby has multiplayer games galore, letting up to four players take part in the crashing action. As well as the races, there are several battle arenas, where the sole aim is to be the last car running by smashing everyone else to pieces! There can be as many as 30 cars in the arena to begin with, but it doesn't take long for that number to be crunched...

Destruction Derby was successful on PlayStation and PC, but that was a worrying number of years ago now. Will the N64 game be able to recapture the thrill of trashing other cars? We'll bring you the review in issue 33, so fasten your seatbelt until then! ■



▲ A rival driver goes up in smoke on this figure-of-eight shaped circuit.



▲ The in-car view lets you get a better look at the panel-ripping damage you inflict on other cars. Bye-bye no claims...

WWF Wrestle!

Bring in the king of the ring!



▲ Ooh, that's gonna leave a bruise! There are loads of moves as you'd expect and each one looks more painful than the last!

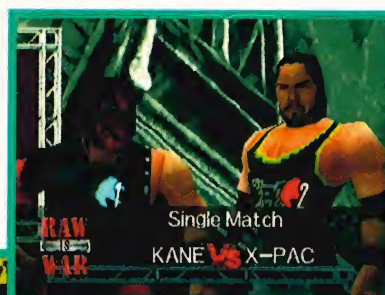


▼ All the characters are here for you to choose from – check out The Rock as he lays the smack down on a weakened Gangrel!



It's a big game of musical chairs in the world of videogame wrestling at the moment. Electronic Arts has snapped up the WCW licence from THQ, who in return have shelled out some big bucks to wrest the even more popular WWF licence from the hands of Acclaim.

What this means for players is that the gameplay engine used in *WCW Vs NWO Revenge*, which many gamers consider to be the best wrestling game around, is now being used to power the latest bout of grappling featuring worldwide superstars like The Undertaker, Mankind and Stone Cold



Steve Austin. Their computerised counterparts may not be quite as smoothly modelled as they were in the likes of *WWF Attitude*, but wrestling game aficionados (not to mention THQ's PR bloke) insist that the fighting is the best you can get!

All the WWF events that you might find on satellite TV are present and correct, whether it be the Royal Rumble



▲ The entrances really are quite outstanding. With flashing images courtesy of the Titantron and plenty of walk-out partners, they're great!



▲ Flying attacks are the best way to hurt a man. After all, why let him get up when you can just kick him a bit while he's lying down?

emania 2000



▲ The action is fast and frantic – thankfully the camera keeps up by offering a wide range of viewpoints.

or Summerslam. You can also take part in tag team matches and, for the ultimate test of endurance, Cage Matches, where the action is confined to a metal cage and there's no escape until one of you goes down!

It's also possible to build up various Pay-Per-View events, and unlike in real life you don't have to pay a penny to watch them. PPV events are fully customisable, so if you feel like having

the WWF superstars take part in the Cheesy Poof Challenge it's entirely up to you. Well, it'd have to be the 'Cheesy Poof Challenge' because that's the longest name allowed, but you get the idea.

WWF *Wrestlemania 2000* is due out in November, and will probably go on sale exactly one second after Acclaim's WWF licence expires. We'll see you in the ring in time to lay the smack down! ■



► If it's huge amounts of violence that you're after, try a cage match – with only one door, it's a battle to get out alive!



▲ No time for lying down on the job – there's a war on you know! Actually, this is another example of The Rock kicking Gangrel's 'roody poop candy ass'. Er, quite.

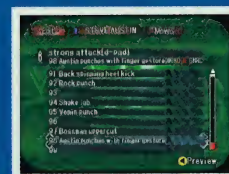
Breeding Wrestlers For Fun And Profit

Like Acclaim's recent WWF games, *WWF Wrestlemania 2000* features an option where you can create your own personalised wrestler. Here's how it works, step by step...



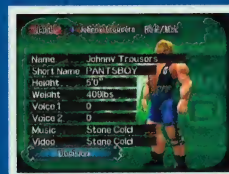
Step 1

First of all, you need a basic wrestler. We took Stone Cold Steve Austin and messed him about a bit.



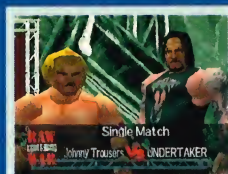
Step 2

Your wrestler's moves are fully customisable – you can pick and choose moves from anyone in the WWF.



Step 3

Your new hero of the ring obviously needs a rock-hard name and nickname to terrify opponents.



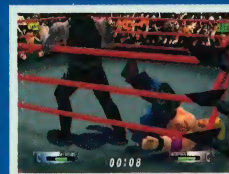
Step 4

And here is our home-brewed mutant, about to step into battle with The Undertaker!



Step 5

The entrance your wrestler makes can, again, be borrowed from anybody in the regular WWF.



Step 6

And here's Johnny Trousers... getting the crap knocked out of him! Guess a bit more practice is needed!

Jet Force Ge

It's a bug hunt,
man, a bug hunt!



Now that Rare's glassy-eyed kids-with-guns have undergone the world's fastest onset of puberty and transformed into glassy-eyed teens-with-guns, it seems as good a time as any to check out the latest set of *Jet Force Gemini* screenshots. The basic gameplay doesn't seem to have altered, with heavy emphasis on charging around and blowing away giant insects with a wide variety of amusingly overpowered weaponry. The only major change in the game from the version we played at E3 earlier in the year is in the look of the main characters, so why don't you take the time to have a look at all the shots



we've dotted around these pages for your pleasure? Go on. We'll still be here when you get back.

Back again? Good. As you can see, *Jet Force Gemini* has some enormously impressive visuals, with things like reflective surfaces and a welcome lack of fogging – except for effect – casually tossed in amongst all the giant

Stay On Target!

Aiming in *Jet Force Gemini* is made easier by the now-traditional method of making the main character transparent when the camera moves behind them. With this many enemies to kill, you need all the help you can get!



JET FORCE GEMINI

Publisher:
UK Release:

Rare
October



▲ Ka-blammo! If there's one thing that really hits you about *Jet Force Gemini*, it's the nuclear-sized explosions!



▲ The dog of war! Lupus trots into action against a trio of laser-firing bad guys.



▲ Giant insects are the main baddies in *Jet Force Gemini*. This refugee from *Body Harvest* is going to give Lupus some grief.

mini



monsters and nuke test-sized explosions. It could easily turn out to be the best-looking game of the year, the upcoming *Donkey Kong 64* and *Perfect Dark* notwithstanding.

Everything bar the kitchen sink has been levered into the game to make it as varied an experience as possible. In addition to the gun-toting action, there are also racing sections (on hoverbikes), bolt-on hardware and vehicles for the heroes' armour, disguises, mini-games and, naturally, more multiplayer options than you can shake an antenna at.

We're still waiting to get hold of a playable copy of *Jet Force Gemini* in the office, but as soon as Rare beams one down to us, we'll have the full review. Stand by for extreme bug-killing action soon! ■



▲ It's the new man-sized Juno! I wonder if anybody at Rare is a fan of the old anime *Battle Of The Planets*?



Carmageddon

Prepare for some car-nage!

The dead are walking the Earth, and for a change it's not an away-day excursion from the House of Lords! No, the undead influence this time is down to the impending arrival of SCI's racer, *Carmageddon 64*. We've had shoot-'em-ups before, but this is a run-'em-over! In fact, even as you read this developer Software Creations is just putting the finishing touches to what promises to be a macabre masterpiece of motorised mayhem and we're all positively salivating with anticipation!

Having had a new update of the game in fairly recently, 64 MAGAZINE can report that things are certainly looking

promising for all fans of blood, gore and high-octane destruction. When we last played *Carmageddon* everything in it appeared to be working and it was only awaiting a few final tweaks to get everything in order.

The zombies in the game are all up and raring to go – well, as raring to go as rotting undead corpses can be – and everything's just as we said it would be... almost. Regular readers may remember from an earlier *Carmageddon*



preview that we enthused about the variety of different undead creatures which would be present in the game. We promised football players, devils, golfers, soldiers and bikini babes amongst others – only it turns out that we were the victims of some rather

▼ Fly through the air with the greatest of ease! This near-final version of *Carmageddon* is thankfully lacking in fog.



🇬🇧 CARMAGEDDON 64

Publisher: SCI
Developer: Software Creations
UK Release: September 24



▲ Well, we may be disappointed by the lack of zombie bikini babes and golfers, but at least all the blood's there!

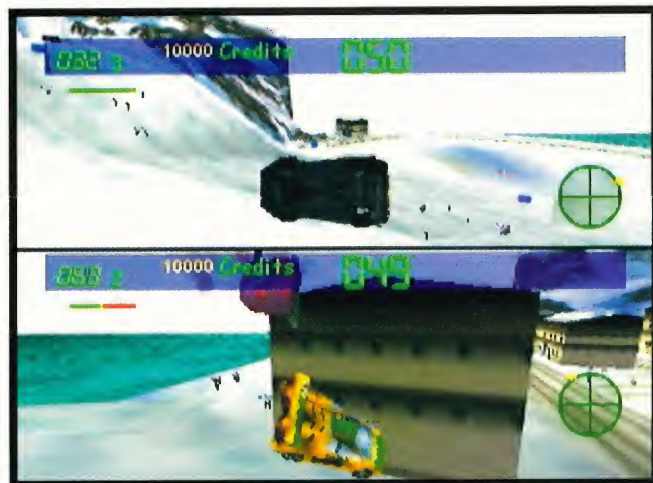


▲ Anyone remember the old cartoon *Speed Buggy*? No? Oh well, there goes a perfectly good caption.

64



▼ No game these days would be complete without a multiplayer mode. But only two players? What?



Gore On The Game Boy Color!

To ensure that all the owners of the N64's little brother, the Game Boy Color, don't miss out on the carnage, SCI is releasing a version of *Carmageddon* for the Game Boy Color. All the elements of the bigger game are there, apart from the 3-D, but it certainly looks pretty nice. Check out our sister mag *Total Game Boy Color* for the full review!



overly-ambitious misinformation. While the plan had been to put all these comedy zombies into the final version of the game it now turns out that the selection of animated corpses will come in just two varieties, fat ones and thin ones. What a disappointment! Rest assured that the PR bloke who misled

use so horrendously has been imprisoned in the 64 MAGAZINE dungeon where he will be enforced to endure the horror that is *Superman* for all eternity!

Aside from this small change, *Carmageddon 64* is looking pretty good. The newest development in the game is a special tutorial village which provides you with an easy way to learn about the trials and tribulations you'll encounter on each of the various tracks without forcing you to wade through a lengthy and dull manual. Take a leisurely drive through this scenic hamlet and each time you encounter a game feature such as a power-up or a zombie a brief description and explanation presents itself. Simple!

Unfortunately, due to cartridge constraints you're probably going to end up spotting *Carmageddon 64* in the shops before we can bring you the full SP. As things stand at the moment it's definitely worth a look but it goes without saying that you shouldn't part with your hard-earned cash until you've read our full comprehensive review of this gorific game in the next issue of 64 MAGAZINE! ■

Win Some Rubberised Carmageddon Goodies!

To celebrate the release of *Carmageddon 64* SCI has produced a range of tasteful fashion items with which some lucky readers are going to be able to impress their friends and family. They're red and black, they've got rubber *Carmageddon* logos – they're the height of cool! The first lucky winners out of the 64 MAGAZINE hat (Nick's cap to be precise) will win themselves an exclusive *Carmageddon* jacket complete with rubberised logo, while the runners up will each get themselves a bag and a T-shirt. This merchandise can't be bought, you've got to win it which means if you look after it then one day it could be worth a wad of wonga! To get your motor running, simply answer the following easy question...

What's the name of the red-faced baldy bloke who's the star of Carmageddon 64?

A: Max Damage

B: Max Headroom

C: Max The Mad Mouse-Eating Poodle





▲ Gex stands in his control room at the start of the game. From here, many a level of pop-culture satire awaits!



GEX 3: DEEP COVER GECKO

Publisher: Crave Entertainment
Developer: Crystal Dynamics
UK Release: October



▲ The scaley-skinned secret agent dons karate gear and sprints around like a loon. Expect many Bruce Lee-style soundbites.



▲ "Walking in a winter wonderland..." For this snowy level, Gex has sensibly put on a woolly hat and sweater. Hope he doesn't get a frostbitten tail!

Gex 3: De

All hail the Lizard King!

Lizards as a species have generally got a bad press. They're cold-blooded, they've got those weird tongues and they have poor eating habits like gulping mice down whole. Then there was the whole V business, as well. Only one reptile can make a difference!

That's right, Gex – the wisecracking, smart-arsed lizard of many talents and at least two different voices – is back. Far from being the couch potato prodded into action by bad television programming in his first N64 outing, *Gex: Enter The Gecko*, the heroic lizard is now a top secret agent. Nice bit of promotion!

Gex 3: Deep Cover Gecko has the scaley superhero spurred into action by the kidnapping of his partner, Agent Xtra, so named for the excessive size of her... talents. She's played by Marilee Andrada from *Baywatch*, after all.

The villain of the piece is, once again, the evil Rez, playing Dr Evil to Gex's Austin Powers. World domination is his goal, and this plan will be achieved by, er, spoofing yet more films and television shows. Who needs nukes and anthrax spores when you can take the mick out of pop culture? *Gex 3: Deep Cover Gecko* is a much larger game than its predecessor, both in terms of cartridge size (256Mbits instead of 96) and the number of worlds in the game. This time, there are 25 large landscapes for Gex to comment sarcastically upon as he tries to rescue his busty partner.

The US version of *Gex 3* once again features the vocal 'talents' of still-unknown-over-here comedian Dana Gould, but at the moment there's no word on who'll be providing Gex's voice in the UK. Leslie "Hel-llooo!" Phillips jumped ship for the PlayStation version of *Gex 3*, to be replaced by *Red Dwarf*'s Danny John-Jules. There's no word yet on whether the second banana of the once-funny series will be lending his vocal talents to the N64, though.



ep Cover Gecko

► Everything's going swimmingly! Gex's aquatic abilities are still in evidence. Is that J R Hartley back there?



► No, Gex isn't as sad as he appears with a wall full of Baywatch posters – this is actually his partner, Agent Xtra. Xtra by name...



The PlayStation edition of *Gex 3* was well received, scoring 82% in *Play* magazine, and the N64 version ought to hold up just as well. It's not merely a straight PSX port, as Nintendo owners get exclusive new levels to explore. *Gex 3: Deep Cover Gecko* is set for an October release by new kids on the block Crave Entertainment, so prepare your numerous lizardly disguises. We'll just have to hope that it's not delayed, otherwise it won't just be the sticky-footed lizard who's climbing the walls! ■

As If By Magic...

Gex is still a master of disguise, or at least of putting on clothes. Which is pretty good work for a lizard, after all. As well as the often-mentioned Dracula, Sherlock Holmes and Hercules outfits (no press release or preview would be complete without them), what other sartorial selections can Gex make?

Mex-Gex

Arriba arriba! When a lizard heads south of the border, he's got to protect his slimy skin from the sun with a huge sombrero!



Supergex

Is it a bird? Is it a plane? No, it's a lizard in a cloak! Don a flowing red cape and our reptilian hero can take to the skies.



Big Game Gex

Are you taking the pith? Helmet, that is. On a safari trek, it's vital that the proper outfit is worn. It'd be dashed unsporting otherwise!



Egyptian Gex

It's hard to guess what special powers this outfit might confer, but silly dancing and a fondness for camels might be there.



▲ Mini Cheddars with crackers and ham! [what? – Ed] Not all of the vehicles in the game are mechanical – some of them are as reptilian as Gex himself!

Rocket - Robot On Wheels

Robot roll-call!

If the word 'physics' brings to mind yawnsome hours spent in the school laboratory while some bespectacled boffin drones on at you trying to explain the difference between potential and kinetic energy, then Ubi Soft's Rocket -

Robot On Wheels could be your wake-up call! The game includes a first for an N64 game - realistic physics!

Don't let that worry you. You're not going to be subjected to a lecture on the difference between weight and mass. What it means in *Rocket* is that objects behave as they would in the real world. If you run into an object that's lighter than you, you'll send it bouncing

away in accordance with Newton's laws. Charge into a solid wall, though, and it's you who'll be sent bouncing back! It doesn't end there - objects can be stacked, thrown, bounced, balanced and generally mucked about with to your heart's content. If you're stumped by a puzzle, or just want a break, you can just wander around and have fun turning the place upside down.

Love Rollercoaster

The plot? Well, it's as mad as a fish, but that's what we've come to expect from games. The titular hero, Rocket, is a maintenance robot who works at the unfortunately-named Whoopie World theme park. When one of the park's mascots goes mental and starts trying to trash the place, Rocket is called into action to save the day.

Rocket is an odd little 'bot - he's got one wheel, like Ro-Jaws from *2000AD*,



▲ What's in the box? We really don't know, but we do like the fact that it's styled like a 1959 Cadillac Eldorado!



▲ The landscapes and textures in the game are as detailed and colourful as anything you'd find coming from the labs of Nintendo or Rare.

ROCKET - ROBOT ON WHEELS

Publisher: Ubi Soft
Developer: Sucker Punch
UK Release: December



▲ Rocket has to catch all the screws to repair various pieces of park machinery. That car is driveable - jump in and take a ride!

Colour Me Bad



With the help of a paint-spraying tank, Rocket can change the colour of just about anything in the game. Obviously this has potential for amusing vandalism, but it's also essential to complete certain puzzles. Whether giving this tree the once-over is a vital part of the game is anybody's guess at this stage...





and no arms. He makes up for this limbar deficiency by using his inbuilt tractor beam to pick up objects, and also to pull himself up onto platforms and swing through the air – assuming there's something he can lock onto. As the game progresses, Rocket can also make use of weapons and vehicles (the range on offer includes cars, powerboats and planes, as well as more bizarre types like robot fish) and there's even an appropriately fairground-style mode of transport. Early on in the game, Rocket's mission is to find all the parts needed to repair Whoopie World's rollercoaster. Once the

▲ Way! No way! Midway, actually, who originally had eyes for Rocket before Ubi Soft zoomed in and snapped it up!



▲ G whiz! We think these giant letter-stamped objects are tickets for the rides in the park, but don't sue us if we're wrong, eh?

◀ In order to check out each new area, Rocket has this behind-the-head view to give a better idea of how the platforms are laid out.



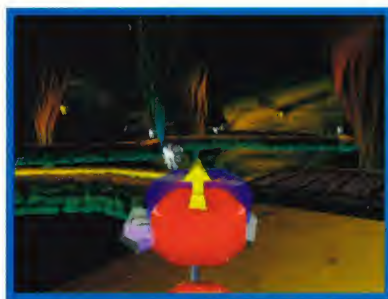
▲ Whoopie the walrus is one of the park's two mascots. The other, Jo Jo, has gone postal because he's not as popular.

rollercoaster is working, players can actually build their own track, and then take a ride on it!

You're On!

Puzzles and sub-games are a major part of the game. This being a theme park, there are a lot of sideshow attractions that can be played, with all manner of rides awaiting Rocket's attention. Though beating certain contests is necessary to advance through the game, there's nothing to stop you dropping in on a stall just to have a quick go on the shooting gallery or a quick spin on one of the rides.

Rocket is due to appear in the UK around December. It's a very promising title – let's just hope that it doesn't get overlooked in favour of Nintendo's own platform extravaganza, *Donkey Kong 64*... ■



▲ The camera pulls back to give a better view of this huge machine as Rocket approaches. Not a hint of fogging to be seen. Good!



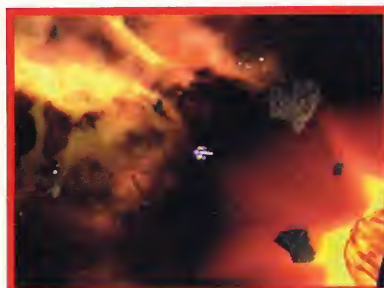
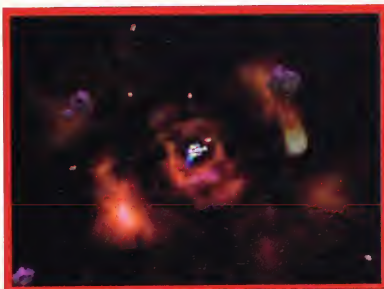
▲ Oh no! Rocket's somehow found himself trapped in a Fifties tiled public toilet! Get out of there quick, you wheeled fool!



Sheepish

What is it with N64 games and sheep? *Silicon Valley* let you possess them, *Worms Armageddon* uses them like bombs, and now in *Rocket* they're there to be blasted with paint and turned into brightly-coloured jumpers!





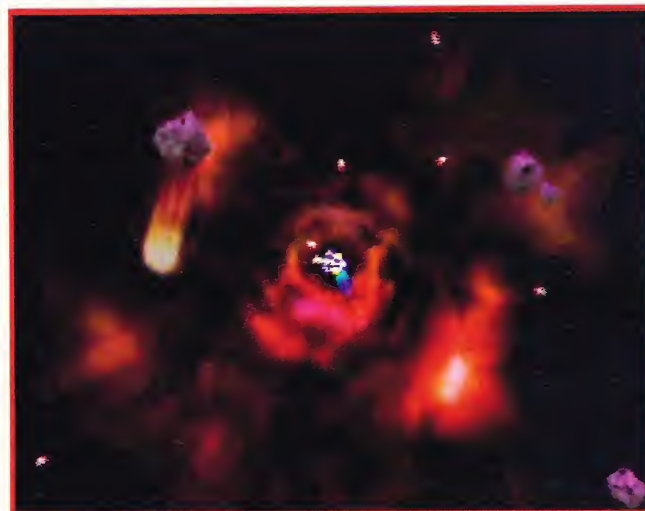
▲ "Rocks, rocks, rocks, they're big and stoney and grey, rocks, rocks, rocks, we'll shoot them all day... rocks!"

Asteroids Hyper 64



Rocks. That's what *Asteroids Hyper 64* is all about. Big, floating, spinning rocks. Which have to be blasted into gravel in order to... well, protect the universe or something. You know how troublesome rocks can be.

In this update of the Seventies Atari arcade classic, the boring vector



▲ Get your rocks off! Ba-dum, tish! Seriously, though – *Asteroids* is full of rocks.



**ASTEROIDS
HYPER 64**

Publisher:
Developer:
UK Release:

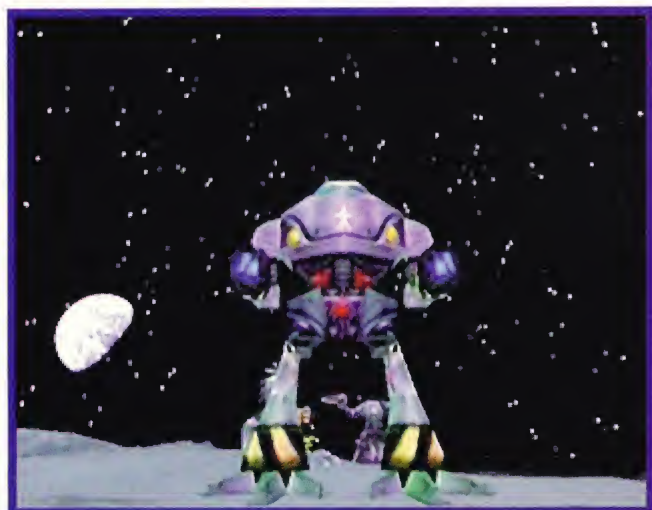
Crave
Syrox
October

graphic asteroids have been replaced by colourful solid chunks of spinning death. While the aim of the game is the same as ever – blow the asteroids into smaller and smaller pieces until there's nothing left – this new N64 game adds some new tweaks. There are over 15 different flavours of asteroid with new and freaky powers, extra enemies buzzing through the asteroid fields and taking potshots at you, bosses and even multiplayer options.

Updates of old arcade games on the N64 have been mixed, with *Robotron 64* probably the best to date. Will *Asteroids Hyper 64* demolish all opposition, or be blown to dust? We'll be reviewing it soon. ■

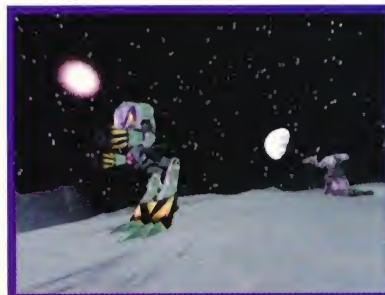


Battlezone 64



▲ ED-209's big brother goes clomping around on the Moon.

One of the first arcade games to get the 'classic' tag was Atari's groundbreaking tank game *Battlezone*. Now, 20 years later, it's been resurrected in a new form that has little in common with the primitive glowing green game beyond the name and the fact it features tanks.



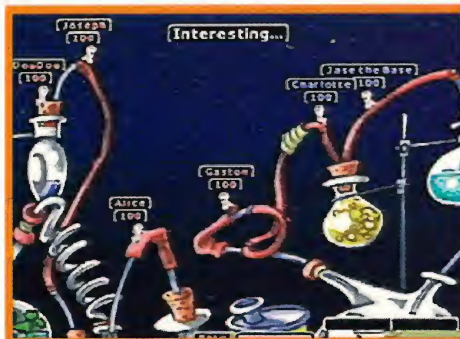
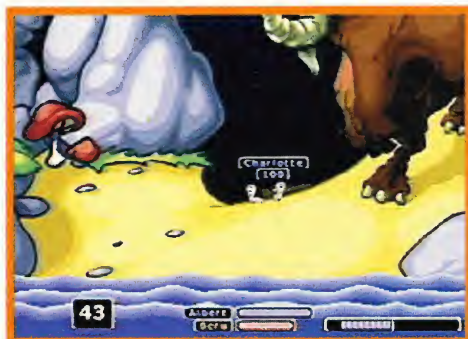
BATTLEZONE 64

Publisher:
Developer:
UK Release:

Crave
Climax
November

Set in an alternate 1962, the Americans and Russians are fighting it out for control of the Moon, where there are huge deposits of an amazing new substance that could give its possessor control of the world. *Battlezone 64*, based on the PC game, has three play modes. Arcade is a straightforward original-style shoot-'em-up, Pilot sees you working in concert with other tank crews to achieve objectives, and Commander is a full strategic game where you have to guide your forces to victory.

Battlezone 64 is due out in November. We'll be making tracks to review it soon. ■



Invertebrate war on your N64!

Worms Armageddon



WORMS ARMAGEDDON

Publisher: Infogrames
Developer: Team 17
UK Release: November 1999



Say what you like about warfare, it makes for good videogame entertainment. And, let's face it, that's better than having a bunch of people go out and kill each other, isn't it? Anyway, we gave you a brief rundown on *Worms Armageddon* last issue, but we thought it deserved an update this time around because now we've actually had the chance to play it – hurrah!

After extensive playtesting in the office we can categorically state that

Worms Armageddon is looking pretty damn hot indeed, baby – yeah! Visually the game is very similar to *Worms 2* on the PC, with chunky, detailed characters and a huge range of sound effects. The size of the worms makes for a lot more comedy than in the first *Worms* title on

PlayStation and PC, where although it was fun a lot of people suffered from not really being able to see what their worm was doing.

That's all changed now though, and each worm shows bags of personality with every action it takes. There's a huge number of weapons, and they're all superb! Weapons like the baseball bat, where your worm puts on a cap before stepping up to the plate and slamming his opponent into the outfield, are just hilarious.

In addition to the standard one-player and deathmatch modes, the new game also has a campaign mode which gives the whole thing a bit of purpose – not that it really needs it, the mindless destruction is after a major part of what *Worms* is about! Check out the full review next issue. ■



▲ Gaston and DouDou? Odd names for worms, but who are we to judge?



Turok: Rage Wars

Rage against the machine!



▲ We don't know what this bloke in spiffy armour's name is, but his middle name is probably 'Trouble'!

If you're a bit of a Billy No-Mates, you've probably been casting envious glances in the direction of people who can gather up a cluster of friends to play deathmatch *Goldeneye* or *Quake II*. However, games have advanced enough to provide computer-controller opponents who are every bit as cunning as human players. Since *Perfect Dark* seems to be slipping further and further into the future, Acclaim's *Turok: Rage Wars* will be the first game to bring the joys of Bot fragging to the N64.

TUROK: RAGE WARS

Publisher: Acclaim
Developer: Acclaim Studios Austin
UK Release: October

Rage Wars is basically the deathmatch parts of *Turok 2*, souped up, polished and given some evil AI. No poncing around hitting switches or finding keys here – it's all about killing! Though it's got several multiplayer modes, ranging from co-operative to good old deathmatch, it also adds one-player hunting against a whole army of computer opponents, who are as eager to score kills as you are.

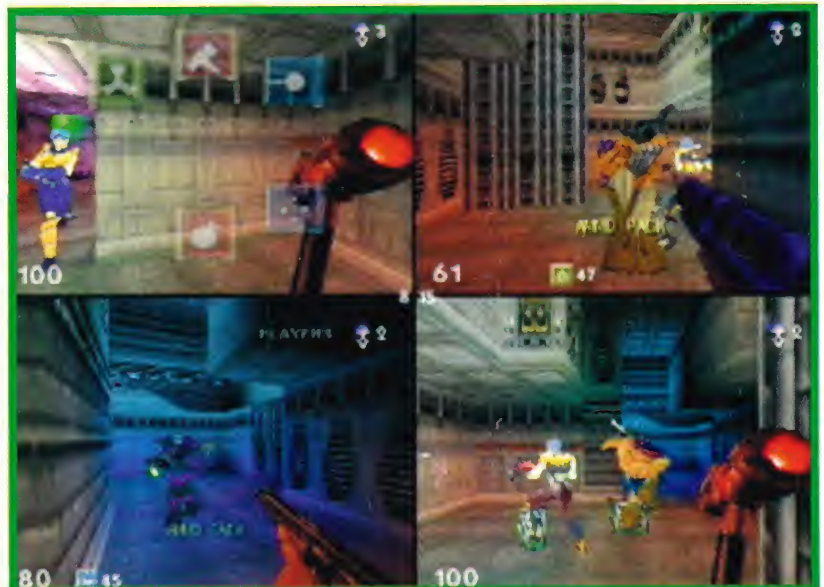
Many of the old favourite *Turok* weapons are back. A partial list of returning death machines includes the Crossbow, Mag Pistol, Plasma Rifle, Shotgun, Flare Gun, Scorpion Launcher and Grenade Launcher. As for new toys... get a load of these! The Minigun (remember *Predator* or *T2*?) rips out

thousands of rounds per minute from its six spinning barrels, the Freeze Gun turns enemies into ice cubes, the Inflator causes bad guys to swell up and burst (or just waddle around like Cartman), the Emaciator shrivels them down to skinny husks, and as for the Chestbuster... let's just say that it reproduces one of the most memorable scenes from *Alien*, and we don't mean Sigourney Weaver getting her kit off!

The levels in *Rage Wars* are designed to keep players as close together as possible, so you're never more than a few seconds away from another bloody firefight. Deathmatches were the best thing about *Turok 2*, so we're really looking forward to the arrival of *Turok: Rage Wars*. The great news, hot from an Acclaim insider, is that the game is planned to appear in October! We'll get it in our sights as soon as we can... ■



▲ *Rage Wars* not only lets you play against other humans, but for the first time on the N64 offers artificially intelligent Bots to fight against!



Tazmanian Express

Devilishly good fun!

Ferocious Aussie resident Taz stars in the second Infogrames title to come from Wetrix developers Zed Two. The story behind the game is that Taz's 'bird' She-Devil is fed up with the furry fellow spending all of his time lounging around the house doing nothing but eating, sleeping and watching re-runs on cable, so she goes out and gets him a job with a next-day courier service.

Before Taz can even say 'Fassinrassinwassinossor?' he's been

► The ACME company is probably even more famous than IBM or Microsoft – and it doesn't even exist!



TAZMANIAN EXPRESS

Publisher: Infogrames
Developer: Zed Two
UK Release: 2000

▼ On this level, Wile E Coyote has stolen the crate and Taz must give chase – got get 'Im, Taz boy!

handed his first package and is on his way to deliver it. Obviously, the journey to the delivery destination is going to be anything but simple and it's up to you to help Taz through all sorts of hazards if he ever hopes to earn his first day's pay.

The game features five levels of madcap cartoon action, each of which is divided into several distinctive stages. One of the unique things about this title is that the central character – Taz himself – can't be killed. Blow him up, throw him off a cliff, set him on fire and he just comes back for more. Hey, he's a cartoon character, you know! Instead Taz's 'lives' are represented by a finite number of the crates he must deliver. Let too many of them get destroyed and it's game over!

The action in the game is puzzle-based, with each stage containing

various challenges for Taz to overcome. The advance PR boasts that every object on screen will be interactive in some shape or form. You can also expect guest appearances from various other Warner Brothers characters including Yosemite Sam, Wile E Coyote and Marvin the Martian! ■



▲ As you progress through the game your crate takes damage. Take too much and it falls to bits and you're down by a life.



EDITORIAL

Is the end of the N64 nigh? Over the last couple of months, a number of software companies have confided that the games they're currently developing will be their last, and that they expect Christmas '99 to be the final period of major sales for N64 software. If you were wondering why the release schedules had suddenly filled up recently, now you know. Publishers are trying to get as many games out in time for the Christmas boom before sales dry up.

Nintendo now has two problems to deal with in trying to keep developers interested in the N64. The first is the age-old one of money; developing for the N64 has always been a high-cost, low-margin affair because of the price of making cartridges. The second is newer, but is just as much Nintendo's fault – by announcing the new Dolphin console will arrive in late 2000, to spoil interest in Sony's similarly-timed PlayStation 2, it has put developers off the N64. Why spend money developing on cartridge for what has instantly become an 'old' machine when the far more profitable DVD format is on the horizon?

This puts Nintendo in a very tricky spot. Since development times are constantly increasing – creating a big game can take two years or more – developers want to get started *now* on their Dolphin games. The easiest way to do this, unfortunately, is to take staff from N64 development, as the feeling in the industry is that the N64 won't be a viable format two years from now. If Dolphin fails to appear on time, which a lot of people think is unlikely thanks to Nintendo's past track record with new hardware, companies will throw their lot in with Sony once again.

Andy McDermott, Editor

NEWS
NUGGETS

FRIENDLY NEIGHBOURHOOD SPIDER-MAN

– Activision has confirmed it will be releasing a *Spider-Man* game for the N64 in 2000. Let's hope it's better than the last superhero game, *Superman...*
BACK TO THE FUTURE – Midway has announced plans to convert its latest arcade racer to N64. The game? *San Francisco Rush 2049...*

PRICE PLUNGE – As you may already have seen if you've been down to the shops, the N64 has dropped in price to £79.99. The reason for this is to match the drop in price of the PlayStation, which dropped in price to sabotage the impending launch of Sega's Dreamcast.

64 the showcase

news
peripherals
rumours • hot
items of interest



DARK AND DONKEY DELAYED – DOH!

Big games go back. Again.

The latest release schedule from Nintendo has some bad news. We should all be well used to hearing that games we're eagerly looking forward to have been delayed by now, but even so...

Jet Force Gemini, which for a long time appeared to have been locked down to a September release before being unaccountably kicked back to early October, will now appear on October 29. The delay isn't down to any programming issues, because at the time of writing (mid-August) *JFG* is reported to be finished.

The big Nintendo-branded Christmas release, *Donkey Kong 64*, has slipped on a banana skin and tumbled back to a December 3 release date. Again, the game was supposed to be out the previous month.

As for *Perfect Dark*... Nintendo, what are you doing? It's only the most



anticipated game in the entire history of the N64, and the new release date is... wait for it... December 24. Christmas Eve. Nintendo probably thinks this is an entirely sensible and logical date to release a game. Yeah, maybe... if you live on Neptune!

It's not all bad. *Ridge Racer Revolver* has finally been given a specific on-sale date (November 19), as has *Smash Brothers* (December 17). But these delays are still annoying. Sort it out!

SELLOUT! 64 Mag sales go up again!

Thank you, thank you all! If you're wondering what for, it's because we got our latest sales figures back, and over the last six months 64 MAGAZINE has had a whopping 17.4% increase in sales – the biggest increase of *any* console magazine! Better yet, over the past year we've had a positively monstrous 28% sales increase!

We're now the UK's third best-selling Nintendo magazine overall, and still the best-selling dedicated N64 title. It also makes us officially Britain's fastest-growing console magazine, and we've got you to thank for that. We'd come round to your houses and shake each and every one of you by the hand if we had the time!

BOND GOES DOWN!

More
cut-price
games

One good piece of news for gamers is that five new games have been added to the Players' Choice range!

Genuine gaming classics are now available for just £29.99. The second wave of Players' Choice titles includes *Goldeneye* (95%), *Super Mario 64* (92%), *Banjo-Kazooie* (90%), *F-Zero X* (90%) and *1080° Snowboarding* (82%). Good 'uns one and all – why not treat yourself?



ALSO FROM FROM PARAGON PUBLISHING...

DVD REVIEW

Issue 4 ISSN: 1466-593X £3.95
Officially the UK's best-selling DVD magazine, with every new UK DVD release reviewed and rated, plus extreme tests of every new DVD player available on the high street. Don't get left behind in the race for the format of the future, buy *DVD Review* instead. You'll love it!



TOTAL GAME BOY COLOR

Issue 4 ISSN: 1464-5904 £1.95
It's a Pokémon spectacular! The all-new *Total Game Boy Color* magazine includes a massive pull-out poster of Pikachu from *Pokémon*, as well as Mario and WWF. All the new *Pokémon* games are reviewed and you can even win a big pile of Pokémon stuff! What more could you possibly want?



64 SOLUTIONS

Issue 13 ISSN: 1464-5904 £3.95
Once again, the folks at *64 Solutions* have brought you the best tips and cheats ever! We start with the first part of our massive *Duke Nukem: Zero Hour* solution, as well as full solutions to *Mystical Ninja 2* and *Quake II*. With total moves lists for *WWF Attitude* as well, it's all too much!



MONACO MAKES IT

Ubi racer on sale at last!



Reviewed way back in Issue 25 where it scored a tyre-shredding 87%, Ubi Soft's *Racing Simulation: Monaco Grand Prix* is finally due to go on sale on September 24. The reason for the delay between us getting the game for review and you actually being able to buy it – even longer than *Duke Nukem: Zero Hour*, which is quite a feat! – is that Nintendo Japan took that long to give their approval. Surely this had nothing to do with the fact that they were putting out *F-1 World Grand Prix II* at the same time...

ZELDA II ON WAY!

Two new Link adventures announced

Due to be unveiled at Nintendo's Space World show in Japan by the time you read this, *Zelda Gaiden* – listed on Nintendo UK's release list as *Zelda II* – will come out in Japan next March. An exact UK date hasn't been set, but a summer 2000 release looks most likely.

Originally planned for the 64DD, *Zelda Gaiden* will now appear on cart, and it

looks as though it will require the Expansion Pak to run. The game is set shortly after the end of *Ocarina Of Time* (you did finish it, didn't you?) and sees Link enter a parallel universe version of Hyrule, where the landscape may look familiar but the people are very different.

Not much information about the gameplay has been released, but we have found out that the masks featured in the first game will play a much larger part this time around. Wearing a mask will let Link take on the form of whatever species the mask represents, and also gain its special abilities.

Nintendo has also revealed a second *Zelda* title, though this will only appear in Japan as it's for the 64DD. Called *Ura-Zelda* (which means 'Another Zelda', apparently), this is the game which reportedly requires the original *Ocarina Of Time* to play and adds new quests, dungeons and landscapes to the game. *Ura-Zelda* is not on the Space World game list, so it probably won't be out this year.



LITTLE TREASURES

Rugrats name change



THQ's *Rugrats Scavenger Hunt* is to get a change of name and a few cosmetic nips and tucks for its UK release, where it'll now and for ever more be known as *Rugrats Treasure Hunt*, on the not entirely unreasonable grounds that the American term 'scavenger hunt' is about as popular as that peculiarly vile US delicacy, the corn dog. The game will go on sale in October, so young 'uns and students can prepare themselves for some nappy-related gameage.



News and rumours from the world of Dolphin, Nintendo's successor to the N64...



Nintendo has confirmed – as if anyone had any doubts – that one of the launch titles for Dolphin will star Mario. Mario's creator and Nintendo's top game designer, Shigeru Miyamoto, also said that Mario's brother Luigi will play an important role, suggesting that there may be a two-player co-operative mode, something that had been planned for *Super Mario 64* but ultimately dropped. Miyamoto

also hinted that Mario would grow up a bit for his Dolphin debut...

Acclaim has set a date for its first Dolphin game – unfortunately it's not until August 2001, nearly a year after the intended launch. If a company with Acclaim's resources won't have Dolphin games ready for the launch, what hope does anyone else have?

Will the Dolphin meet its launch date in late 2000? A letter sent to shareholders by Nintendo boss Hiroshi Yamauchi suggested that the machine might not appear until the following year – the exact wording was: "There will be a decided switch to new machines as we move into 2001." Read into that what you will, but we suspect that Dolphin might not come out when Nintendo says...

Zelda says: **Throw out Mario!**
Click **Sell Now** on **www.qxl.com**

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Gamewatch

When you want to find out what games you'll be able to play on your N64 in the future, this is the only place worth looking! This comprehensive list shows all the N64 games that we know about, along with their expected release dates (where known). Gamewatch is updated every month.

Gamewatch is produced in association with Department 1. All the UK releases are highlighted in yellow for ease of spotting, to end those 'when-can-I-get-that-oh-probably-never' blues!

• Release dates are subject to change without notice. It's the nature of the beast!

In association with
Department 1

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RELEASE DATES SEPTEMBER

Army Men: Sarge's Heroes	US	Sep 14
Carnageddon	UK	Sep
Duke Nukem: Zero Hour	UK	Sep 10
Gauntlet Legends	US	Sep 22
Harrier 2001	US	Sep 02
Hot Wheels	US	Sep
Mario Golf	UK	Sep 24
Michael Owen's WLS 2000	UK	Sep 24
New Tetris	UK	Sep 10
Paperboy	UK	Sep
Racing Simulation: Monaco GP	UK	Sep 24
Rat Attack	UK	Sep
ReVolt	UK	Sep
Roadsters Trophy	UK	Sep
Shadowman	UK	Sep
Tonic Trouble	UK	Sep
Vigilante 8: Second Offense	US	Sep
World Driver	UK	Sep 17

OCTOBER

Asteroids Hyper 64	UK	Oct
DethKarz	UK	Oct
DethKarz	US	Oct
Earthworm Jim 3D	US	Oct
Gex 3: Deep Cover Gecko	UK	Oct
Hybrid Heaven	UK	Oct
Jet Force Gemini	UK	Oct 29
NFL Blitz 2000	UK	Oct
Rainbow Six	US	Oct 05
Rayman 2	UK	Oct
Space Invaders	US	Oct 13
Turok: Rage Wars	UK	Oct

NOVEMBER

40 Winks	UK	Nov
Armorines	UK	Nov
Battlezone 64	UK	Nov
Battletanx 2	US	Nov 16
Blues Brothers 2000	UK	Nov
Daikatana	UK	Nov
Destruction Derby	UK	Nov 05

EPGA Golf	UK	Nov
Gauntlet Legends	UK	Nov
Major League Soccer	US	Nov 17
Nuclear Strike	UK	Nov
Ready 2 Rumble	UK	Nov
Ridge Racer Revolver	UK	Nov 19
Shadowgate Rising	UK	Nov
Vigilante 8: Second Offense	UK	Nov
Xena: Warrior Princess	UK	Nov
Worms Armageddon	UK	Nov
WWF Wrestlemania 2000	UK	Nov
Zelda Gaiden (64DD)	Jap	Nov

DECEMBER

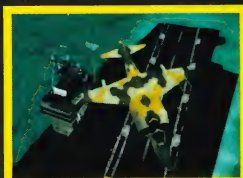
Donkey Kong 64	UK	Dec 3
Perfect Dark	UK	Dec 24
Sprocket	US	Dec
Resident Evil 2	US	Dec
Smash Brothers	UK	Dec 17
Top Gear Hyperbike	UK	Dec
Top Gear Rally 2	UK	Dec

2000

Banjo-Toolie	UK	2000
Castlevania Special Edition	UK	Feb
Die Hard	US	2000
Duck Dodgers	UK	Feb
Earthbound	UK	2000
Eternal Darkness	UK	2000
Excite Bike	UK	2000
Hydro Thunder	UK	Mar
ISS Millennium	UK	Jan
Mario RPG	UK	2000
Mini Racers	UK	2000
Ogre Battle 3	US	2000
Pokemon Snap	UK	2000
Pokemon Stadium	UK	2000
Riga	UK	2000
Spider-Man	UK	2000
Starcraft	UK	Jan
Tazmanian Express	UK	Mar
Tetris Attack	UK	2000
Turok 3: Oblivion	US	2000
Twelve Tales: Conker 64	UK	2000
X-Men	US	2000
Zelda Gaiden	UK	2000



Army Men: Sarge's Heroes



Harrier 2000



Armorines



Duck Dodgers

DATES TO BE CONFIRMED

3Sixty	US
4x4 Mud Monsters	US
Airport Inc	UK
Alien Saga	US
Alone In The Dark 4	UK
Animaniacs Ten Pin Alley	US
Bassmasters 2000	UK
Caesar's Palace	US
Cenzo's Carnival Adventure	US
Daikatana	US
Derby Stallion 64	Jap
Dragon Sword	UK
Duck Dodgers	US
Earthworm Jim 3D	UK
Eternal Darkness	UK
Excite Bike 64	US
Extreme Sports 64	UK
FIA Formula 1	UK
FIFA 2000	US
Fighter's Destiny 2	US
Fire Emblem 64	Jap
F-Zero Xpansion (64DD)	Jap
Ghouls & Ghosts	Jap
Harvest Moon	UK
Hercules	US
Hot Wheels	UK
Jeff Gordon XS Racing	US
Jest	UK
Jungle Emperor Leo	Jap
Kirby 64	US
Kobe Bryant 2	US
Knockout Kings	UK
Knockout Kings	US
Looney Tunes: Space Race	UK
Madden 2000	US
Magic Flute	Jap
Metal Gear	Jap
Mortal Kombat: Special Forces	US
Mother 3	Jap
Neon Genesis Evangelion	Jap
New Tetris	US



NFL Blitz 2000	US
Ogre Battle 3	UK
Polaris Snocross	US
Puma Street Soccer	UK
Quest 2	US
Rainbow Six	UK
Rally Masters	UK
Rev Limit	UK
Ridge Racer Revolver	US
Road Rash 64	UK
Robocop	US
Rollerball	US
Ronaldo Soccer	UK
Sim City 2000	UK
Sim City 64 (64DD)	Jap
Snowboard Kids 2	UK
South Park: Chef's Luv Shack	UK
South Park Rally	UK
Spooky	US
Spy Hunter	US
Sydney Olympics 2000	US
Tazmanian Express	US
Thornado	US
Thrasher: Skate And Destroy	US
Tiger Woods 2000 PGA Golf	UK
Top Gun	US
Toy Story II	UK
Velocity	US
WCW Mayhem	UK
Wetrix 2	UK
Wild Waters	UK
Win Back	UK
The Young Olympians	US

64

MAGAZINE CHARTS

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THIS MONTH	LAST MONTH	GAME	PUBLISHER	64 MAGAZINE SCORE
1	1	Star Wars: Episode 1 Racer	Nintendo	90%
2	-	Command & Conquer	Nintendo	90%
3	3	Quake II	Activision	93%
4	2	F-1 World Grand Prix II	Nintendo	90%
5	4	Star Wars: Rogue Squadron	Nintendo	92%
6	12	FIFA '99	EA Sports	91%
7	-	V-Rally	Infogrames	69%
8	10	Beetle Adventure Racing	EA	92%
9	-	Doom	GT Interactive	70%
10	7	The Legend Of Zelda	Nintendo	96%

You can win a £50 voucher to spend at your local GAME shop! All you have to do is predict the top three games in next issue's chart and send your predictions to
Chart Compo, 64 MAGAZINE, Paragon House, St Peter's Road, Bournemouth BH1 2JS

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COMPETITION

64

MAGAZINE

WIN!



WANNA BE A RACING DRIVER?

In keeping with the whole racing theme of this issue of 64 MAGAZINE, Spanish toy specialists Famosa has supplied us with two battery-operated Renault Megane child-sized sports cars, worth £129.99 each!

These beauties have forward and reverse gears, accelerator pedal and brake, sports wheels, rear spoiler and rally markings, and can clock up a whopping 4.5 kph (which we're sure is actually a lot faster than it sounds).

To bag yourself one of these lean, mean racing machines you need only to answer the following brain-teaser.

If it takes one car three hours to travel four miles at a constant speed and another car two hours to do the same distance in the opposite direction, in what country are Renault based?

Send your entries to **Mini-Megane compo, 64 MAGAZINE, Paragon House, St Peters Road, Bournemouth, Dorset, BH1 2JS** to reach us no later than 7 October 1999.

For details of your nearest Famosa stockist, call (0115) 977 0822.

WIN! THESE FANTASTIC POKEMON TOYS!

Yes, like it or not it looks like those cuddly little devils, the Pokemon, are going to be the next big thing! While you're all waiting for the games to arrive though, we've got a little treat for you. Excitement Direct, top suppliers of all things Nintendo, has given us a bunch of highly sought-after Pokemon merchandise, including a 17" Plush Pikachu and a set of Pokemon beanies fresh off the plane from Japan. We'll distribute these cutesy little monsters to the readers who correctly answer the following question.

Which of these is not a real Pokemon?

- A: Squirtle
- B: Poliwhirl
- C: Jigglypuff
- D: Royston J Kimber

Answers on a postcard by 7 October 1999 to **P-P-P-Pick Up A Pokemon compo, 64 MAGAZINE, Paragon House, St Peters Road, Bournemouth, Dorset, BH1 2JS**.

If you're not lucky enough to bag one of these fluffy beasts, or you are but you want more, then you contact Excitement Direct on 01993 844885.



When I'm 64

36



Do you have a question about N64-related matters, or an opinion on the burning issues of the day? Write to us and maybe we'll pass it on to the whole world!

STAR PRIZE

The star letter each issue wins all this N64 stuff! What more incentive do you need?



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SFX V3 UNIVERSAL ADAPTOR

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SCART, S-VIDEO AND EXTENDER CABLES

WIN!
£170
of N64 kit!



It's Not Real

Dear 64 MAGAZINE,

Recently there has been a huge debate about violent computer games leading to real-life violence. While on holiday in America, I saw that many politicians in America were trying to pass a law that will ban computer games with excessive amounts of violence in them.

At the time of writing, however, the papers are full of the news that a man on a Japanese plane stabbed the pilot to death and then proceeded to try and fly the plane. He apparently did this because of his great love for flight simulations, which made him desperate to fly a real plane.

This event has in turn led to the banning of *Pilotwings*, and copies of it are now selling for £90 on the black market (lie).

My point is that hopefully, this goes to show that any nutcase can be influenced by anything to do anything. I now hope that the media stops using videogame violence as a scapegoat for society's problems, so we can all go back to playing the brilliant *Quake II*.

Alex Sobell, Rickmansworth

Again and again, uninformed reactionary journalists and politicians keep trying to pin the blame for everything that's wrong in society on videogames. Again and again,

Stab victim at two o'clock!



it turns out that their accusations have no basis in fact whatsoever. Do they ever apologise? Hell, no. It's enough to make you dress up like a Space Marine and blow up an office building...

Drive

Dear 64 MAGAZINE,

After long consideration over which magazine to follow I chose yours – even though the price was a bit high it is by far the best and well worth the cost. Anyway, in issue 29 you reviewed *World Driver Championship* and gave it 79%. Is it really not that good, and do you still feel that this is an accurate score, because this is the kind of game I've been crying out for what seems like years.

When I first heard about the game I thought 'Great, this is exactly what I want', but after seeing a three-star preview playtest from E3 I began to wonder. The game prices are still too high and I, like many others, have to choose my games carefully so I don't waste my money. So I am in desperate need of advice. Should I go ahead and buy *World Driver Championship*, or should I wait until something like *Ridge Racer Revolver* comes out? Ian Simpson, Market Bosworth

Since we haven't played *Ridge Racer Revolver* yet, or even seen it first-hand, it's hard to say. *World Driver Championship* was a contentious game – certainly, Midway wasn't happy with our

PRIZE WINNER

The Future Is History

Dear 64 MAGAZINE,

I'm firstly writing to ask you about the N64. About two years ago I was given an N64, which at the time was the latest thing in console technology. However, in two years there have been several new developments like Sega introducing the Dreamcast, DVDs coming in to replace cartridges, Sony revealing their plans to launch a replacement for the PlayStation, the ill-fated 64DD soon to be released in Japan and Nintendo announcing Project Dolphin.

What will happen to N64 games and sales when these consoles and their games appear on the market? I owned a Mega Drive which, when new, was also the latest console, and after about three years all the games just stopped coming, so I got an N64. Will that happen to the N64 as well?

On a lighter note, I'd like to congratulate you on your response to the letter from America in issue 29. I personally don't think that the sender spent much time thinking about the letter, as he said that the reason we don't have cricket or rugby games on the N64 is because

they wouldn't sell, but *Brian Lara Cricket* has been an incredible success on the PC and PlayStation.

Finally, do you know if any game company is planning to make a cricket game on the N64, as I am a fan? Luke Foster, Marnhull

Every console dies eventually – it's a fact of life, because gamers always want bigger, faster and prettier games. What a fickle bunch we are, eh? The N64 will probably fade away quite quickly once Dolphin turns up, because third-party software manufacturers will want to get away from the ludicrously expensive cartridge format and onto cheap-to-make DVD-ROMs as quickly as possible. It's likely there will be a slowdown in the N64 market even before Dolphin arrives as companies reassign developers to making games for the new machine. Already, three different companies have strongly hinted to us that once they complete the N64 games currently in development, they won't be making any more.

Acclaim was considering a cricket game a while back, but as nothing more has been heard about it, and considering the lowering average age of N64 players, it's almost certain it will never happen.



review. The fact is that far more people than normal played the game when it came in, and in every case the opinion was the same; it just didn't get anyone excited, which is surely what any racing game should be about. We'll stand by our opinions even if they're at odds with every other mag on the market. Speaking of which...

Motivation By Insult

Dear 64 MAGAZINE,

You would not know how to review a decent game if it hit you in the nuts. Your scores are far too low, for instance in one issue you were mad enough to give *Mission: Impossible* (good game) an overwhelmingly under-average 48% when it deserves at least 70%. You also gave the monstrously good *Turok: Dinosaur Hunter* the unbelievably balls score of 70%. Come on, guys! All you are doing is letting yourself and your loyal followers down. My advice is to get a decent games reviewer who actually knows how to review, and most importantly plays the game (which, from reading your magazine, is evident that you don't bother your backsides to do). I think that you should play the whole game right through without stopping for anything, finding every little secret and doohickey, then it would be ready to be printed in the mag.

Because of your low scores, I have often had to turn to other Nintendo mags to get a second opinion. Many games I have not bought due to your bad scores, whereas other mags say the games are absolutely brilliant. After reading this, I hope you learn a thing or two about playing and reviewing games. There has not been one game that I have bought due to your bull marks, and I'm now pretty glad I didn't take your advice.

Rory McHugh, Belfast

So, by your system, we should devote every minute of the working day to playing a game (which might cause us no small inconvenience when it comes to actually putting the magazine together – you know, writing it and stuff) and then give it high marks even if we don't like it? Genius! We'll adopt that system right away. Look out for the next six-page, Gold Medal-packed issue of 64 MAGAZINE sometime in 2002. Or you could just bite us. Whatever.

Nindex Nitpicker

Dear 64 MAGAZINE,

I have just finished reading issue 29 of your magazine. When I reached the Nindex, I discovered that the Expansion Pak games list was incorrect. Upon looking at all the games listed in the Nindex and Expansion Pak section, I find that...

A: *Ken Griffey's Slugfest* is out now but not featured in the Nindex.

B: *NFL Quarterback Club '99*, *Top Gear Overdrive* and *WWF Warzone* do not have a black dot next

to their names in the Expansion Pak column.

C: *1080° Snowboarding* and *WCW Vs NWO* have black spots in the Expansion Pak column but are not mentioned in the Expansion Pak section.

D: In issue 28 you have got *Duke Nukem: Zero Hour* down as an 'out now' game, but in issue 29 it is down as a 'coming soon' game. Is this just a mistake, or has it occurred due to the game's release date being put back?

Jon-Paul McNeill, Monchengladbach, Germany

A: We don't include games in the Nindex until the issue after they're reviewed. If we did, the Nindex would always be the very last thing to get done and the production people would yell at us.

B: Look! It's the Goodyear blimp!

C: See B.

D: Thank GT Interactive and their amazingly flexible release schedule for that. *Duke* should finally go on sale not long after this issue comes out. Hopefully.

You'll be pleased to know that your sharp eyes have resulted in the Nindex being corrected. By the way, you win the 'reader with way too much time on his hands' award!

Phat Controller

Dear 64 MAGAZINE,

Are you bored with your controllers? If so, why don't you give them a new lease of life and make them multi-coloured, for free?

To do this, take the backs off two different-coloured controllers and swap them around, then screw them back together. Now you've got two new controllers!

Mike Hutton, Kingswear

This money-saving tip was brought to you by McDonalds...

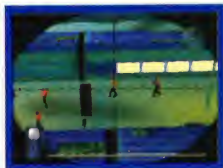
Where's The Beef?

Dear 64 MAGAZINE,

When the N64 first came out, I imagined there would be lots of amazing games, but I was wrong. Yes, there are a lot of good games, though when I look at the percentages most of the games get 65% or lower. I wish N64 companies would spend more time on better games (and not make loads of sports games). I congratulate Rare for *Goldeneye*, which was one of the first N64 games and still is one of the best!

Mark Beevar, Edinburgh

Saying 'most' games scored under 65% isn't really accurate – by our count, only 50 games out of about 160 were awarded 65% or less. The question is, what do you want? A small number of really good games, or a larger number of okay-to-average ones? (Though there are plenty of times when we'd be happy to see more of the latter just to fill up the magazine!)



Mad bloke rates *Mission: Impossible*. This bit's okay.



Goldeneye: 'best'.

LETTERS

64

MAGAZINE

A Brace Of Banjos

Dear 64 MAGAZINE,

I am writing to you for information on the game *Banjo-Kazooie*. I have successfully completed all the tasks like finding the three cheat books, collecting all the notes on every level, finding all the cauldrons to create short cuts, collecting every jigsaw piece and defeating Gruntilda at the top of the tower, but I still have two Jiggy pieces left over. Can you tell me what these are for and how to use them?

And also, after I completed the game I had a stroll around and stumbled across the transformation room where Tooty would normally be transformed into a hideous green monster in the Game Over scene. In there, I found two doors with big door knockers on them. Can you tell me if they can be entered, and if so, how?

Jamie Warner, Canvey Island

Dear 64 MAGAZINE,

Recently I have been playing *Banjo-Kazooie* and I have discovered two things that are really confusing me. Firstly on Freezeezy Peak, in the walrus' cave with the Jinjo, there appears to be a cave behind with a key in it, and on Gobi's Valley there appears to be a door where the mat takes you up a cliff. Please please please can you tell me the answers to this?

Mr No-Name, somewhere in England

All the mysterious extra doors in *Banjo-Kazooie* can, we're told, will be opened up once the sequel – *Banjo-Tooie* – comes out next year. Nobody except Rare knows how this will work at the moment, but even if you've completed *Banjo-Kazooie*, you still haven't seen everything in it yet!

CONTACT 64 MAGAZINE

By email: 64mag@paragon.co.uk

By Post:

When I'm 64
64 MAGAZINE
Paragon Publishing
Paragon House
St Peter's Road
Bournemouth, BH1 2JS

Letters almost certainly will be edited for length and other reasons. All letters are read, but personal correspondence will not be entered into, even if you include an SAE, so don't!

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64 Magazine Issue 31 1999

Take Control!

WIN!

Three Radio-Controlled Cars
And Six Copies
Of ReVolt!

We've gone competition mad this issue! To celebrate the release of their fantastic racing game *ReVolt*, Acclaim has supplied us with no fewer than three radio-controlled cars and six copies of the game itself!

The first three correct entries out of the sack will win themselves one of these top-of-the range model cars and a copy of *ReVolt*, while the next three will each bag a copy of the game – you lucky, lucky people!

Rather than simply set you an easy multiple-choice question this time, we thought we'd separate the wheat from the chaff and make you work for these top prizes a little. So what you've got to do is complete our special 64 MAGAZINE/Acclaim crossword puzzle! As an added (but not really very difficult) challenge, once you've solved all the clues you need to take the letters from the shaded boxes and rearrange them anagram-style to reveal the mystery game name!



Send the completed crossword and anagram (photocopies will be acceptable if you can't bring yourself to hack up a potentially collectible copy of 64 MAGAZINE) to *ReVoltingly Good Compo*, 64 Magazine, Paragon Publishing, St Peters Road, Bournemouth, Dorset, BH1 2JS to reach us no later than 7 October 1999. Any entries arriving after that will be too late, because we'll already have given the prizes away!

Across

4. They make the N64! (8)
7. 64 MAGAZINE's Senior Staff Writer and resident Steps fan. (3)
8. Acclaim's world-famous dinosaur hunter. (5)
9. He can travel from Live Side to Dead Side. (6, 3)
11. All-Star ----- '99. (8)
12. Creators of *Turok* before they became Acclaim Studios (think lizard). (6)
14. One of the earliest racing games on the N64 – it's fast! (7, 1)
15. They're the publishers of *ReVolt*. (7)
16. *Shadow Man* and *ReVolt* both got a good one of these in 64 MAGAZINE! (6)
17. --- *Quarterback Club* '99. (3)
18. The sporting subject of *NHL Breakaway* '99. (6)

Down

1. He's the dictator-for-life of 64 MAGAZINE. (4)
2. You'd use one of these to play your N64 games. (10)
3. Going down to *South* ----, gonna have myself a time! (4)
5. Acclaim's hideously addictive arcade puzzler. (4, 1, 4)
6. He's the bad guy in *Turok 2*. (8)
7. Shake, rattle and roll with this N64 peripheral. (6, 3)
9. Gangster-slang for the bullets *Shadow Man* fires. (4)
10. He's easy, he's cheesy, he's 64 MAGAZINE's Art Editor! (4)
13. The star of *Turok: Dinosaur Hunter* is one of these. (6)
16. The fast-moving dinosaur with the razor-sharp talons. (6)



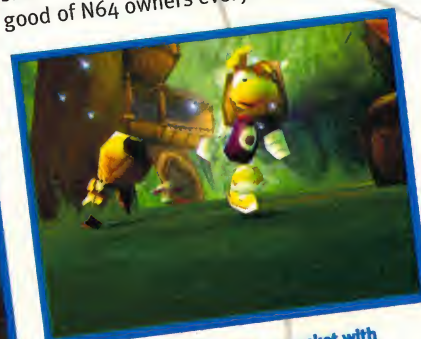
I'm a genius! The identity of the mystery game is:



64 MAGAZINE tracks down the culprits responsible for the upcoming 3-D adventure from Ubi Soft!



▲ Rayman takes on a pesky pirate in a firefight. He may be small and rather stupid-looking, but he's no sissy!



▲ Here's a bizarre concept – a rocket with legs! This is just one of Rayman's many means of transport.

Lost in France

Rayman 2 is looking more and more impressive each time we see it, and the press showing at Ubi Soft's Paris studio was no exception. Pretty much everything seems to be finished and the development team explained that the game is now in the final stages of testing.



The thing that really hits you about the game when you first see it is the sharpness and cleanliness of the graphics and the total lack of anything vaguely resembling fog. When this was brought up in the interview session with the game designers, they remarked that it had been noted that people didn't really like fog that much, so they'd taken it out! Which begs the obvious question, why hasn't anybody else thought to do this? Of course it's not as easy as all that – the main reason that fogging is used is to give the N64 less graphics to process at any given time thus keeping the game speed up. Surprisingly though, *Rayman 2*, despite its impressive resolution, still zips along at a fair old clip even without fogging.

Apparently the team behind the game has discovered some programming tricks which enable them to pump out crisp, detailed graphics with no fogging that move at a high framerate. They were understandably reticent about exactly how they achieved this however, presumably because they don't want every other games company to be able to do the same thing! However, since eradication of fogging is something which must surely be essential if the N64 is to survive any reasonable length of time against the fast-approaching Dreamcast, surely techniques like this should be forcibly made public for the good of N64 owners everywhere!

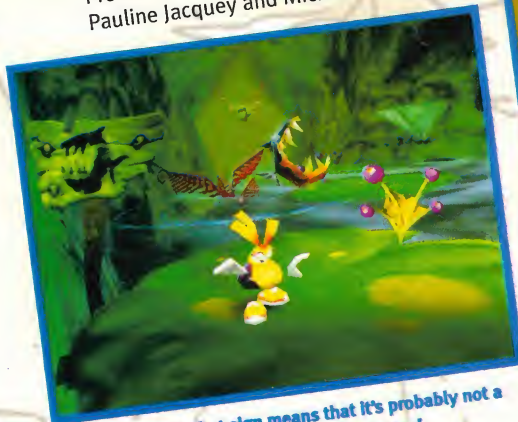


▲ Erm... I don't think this is a very healthy place to stand – I think it'd just be safer to go lie down somewhere.



▲ Rayman falls foul of a mutant walnut left too long on the tree – where do the French get their ideas from?

Anyway, gameplay-wise *Rayman 2* is excellent. The pace of the game is very fast – far faster than the similar-looking Ubi Soft title *Tonic Trouble* (reviewed this issue) and in fact the team actually made the game a little easier to keep the speed up. It should be emphasised, however, that *Rayman 2* is far from being too easy! To find out more about the game, 64 MAGAZINE met with the Producer and the Director of *Rayman 2*, Pauline Jacquey and Michel Ancel...



▲ Here's a clue – that sign means that it's probably not a very good idea to go for a swim in this area!

Interview

Name: Pauline Jacquey

Occupation: Producer of *Rayman 2*

64 So what's the premise behind *Rayman 2*?

PAULINE JACQUEY:

Cruel pirates from outer space have invaded Rayman's world. Their mission is to capture and take over the population in order to sell them to a galactic circus. Moreover, all the magical energy of this world has been spread around and Rayman has lost most of his powers. So the big quest of the game is to find a way to call upon the creator of the planet, Pollochus the magician. He's the only one who is capable of giving Rayman all his powers back and helping



Our Man In Paris!

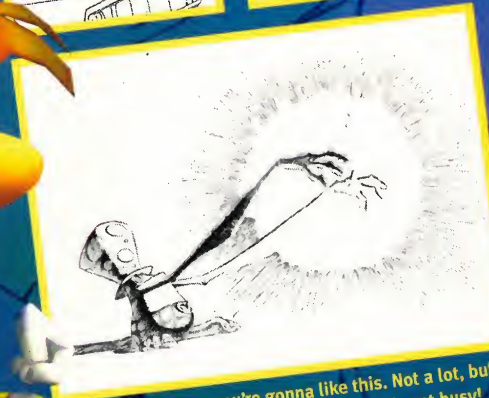
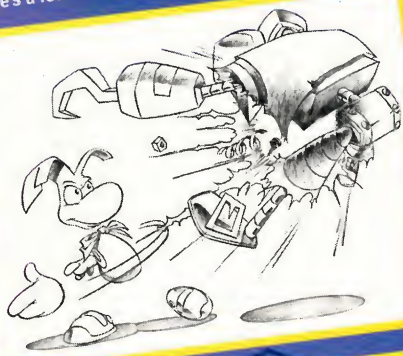
Being a videogames journalist isn't all fun you know. To get a unique insight into the background surrounding *Rayman 2*, 64 MAGAZINE forced Roy to go on an all-expenses paid trip to Paris, courtesy of Ubi Soft. Aren't we stinkers?

Said trip involved the awfully tedious rigmarole of travelling first class on the Eurostar, staying in a top Paris hotel, drinking till well into the early hours of the morning (fruit juice, obviously) topped off with a five star meal on the Champs Elysses looking out over the Eiffel Tower. Needless to say Roy hated every minute of it! He did manage to take a little time from his busy schedule to get a few photos though...



The Gallery

Rayman is quite obviously a cartoon character and as such started life on a drawing board in sketch form. Here's a few of the preliminary drawings...



▲ Now you're gonna like this. Not a lot, but you'll like it... izzy wizzy let's get busy!



▲ The graphics in *Rayman 2* are quite simply superb! Check out the teeth on that skull... er, if you want.

him to save the world. At the same time, Rayman has to fulfil the mission of freeing his friends. He can then take advantage of their presence to get some help and rid their magical world of the pirates!

I would say that the story line of the game can be summarised by the words 'action' and 'epic'.

64 What's the gameplay like in *Rayman 2*?

PJ: While designing the game and the character we really wanted to focus on keeping a fast pace and a good rhythm in the gameplay. In most free 3-D games, the player can spend hours exploring huge universes without anything happening around him, and he is sometimes not really sure what he is supposed to be doing. But in *Rayman 2* he cannot take a second to breathe because everything is falling apart under his feet. At the same time, there are some very large open passages with



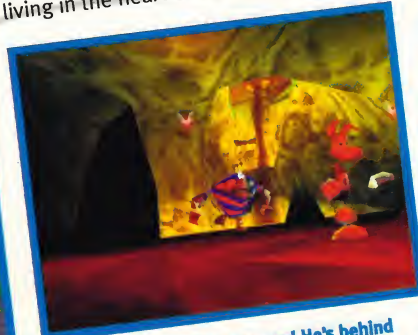
▲ It's a bird, it's a plane... no, it's Rayman on a rocket! The plucky little fellow can turn his hand to anything.

magnificent perspectives, followed by tighter pathways that are therefore more intuitive and better paced, before again leading once again into incredible panoramas. I think it was a huge challenge for us to try to do this kind of game on the Nintendo console because not many games are this fast-paced, stressful and fun on the Nintendo platform. So we tried to find a good balance between *Crash Bandicoot* and *Zelda* and create this PlayStation-like gameplay on the Nintendo.

64 Controlling a character in 3-D is harder to grasp than 2-D. How have you dealt with this?

PJ: It is true that 3-D is still quite new in action games and the player might need some time to become comfortable with it. But we've done everything to make this 3-D universe immersion a pleasure, especially by focusing particular attention on the camera movements and a progressive game difficulty. Controlling the character is really intuitive, which was a major element we wanted to achieve. In the focus groups we have done all the gamers, even the young kids and those who had never played 3-D games before, enjoyed a lot of the controls of the character. They even ranked it far above other games' characters on the Nintendo.

Our general goal on *Rayman 2* is to give the player the feeling that he is living in the heart of an action movie. So



▲ He's behind you! Oh, Rayman! He's behind you, behind you! Oh... I never did like all this pantomime rubbish...

▲ No... I'm telling you, I think the timer's broken - I'll just go and reset it and... oh, bugger.



the enemies and the camera movements have been especially designed to fulfil this aim. When you play, you really feel that you are brilliant and that you are doing a great job, but actually the gameplay is not that hard, it's just challenging and spectacular.

64 What makes *Rayman 2* different from other games besides the gameplay?

PJ: I do think that *Rayman 2* is innovative and unique. First of all, there is this unique graphic touch provided by Michel Ancel, who is the creator of the original *Rayman* and *Rayman 2*. The work on the lights and the textures is really new and unique, particularly on the Nintendo platform.

Moreover, I think that this feeling of living out a Hollywood-like movie when playing is new on a Nintendo. The *Rayman 2* animators are among the best in the industry. They all come from the cartoon or movie industry, either cartoon animators or directors. The intervention of the cinematic sequences in the game is different from what you usually experience in other video games; they have been filmed, shot as a real cartoon film, with shot/reverse shot effects, not just a shot featuring two characters. In just a few seconds they really immerse the player into the characters' personalities, emotions and missions.

64 And from a technological point of view, what is new in *Rayman 2*?

PJ: The display engine is really powerful even for the Nintendo and we worked especially on including a fluid

high-resolution mode for this platform. In this mode, the sharpness of the console is increased so you play in a universe where the textures are as detailed as on a PC and that's really new. I want to focus too on the sound effects because the work that has been done on the sound is amazing. We have many levels of sound effects and atmospheres, as well as interactive music. I don't think many games on Nintendo have gone so far on this aspect.

64 Is the game different on each platform?

PJ: The story line is the same. On each platform the player will experience the same strong sensations, provided by the fast pace gameplay and the epic sense when discovering the quest and the worlds. But he will also experience different topography and gameplay that exploit the best aspects of each machine!

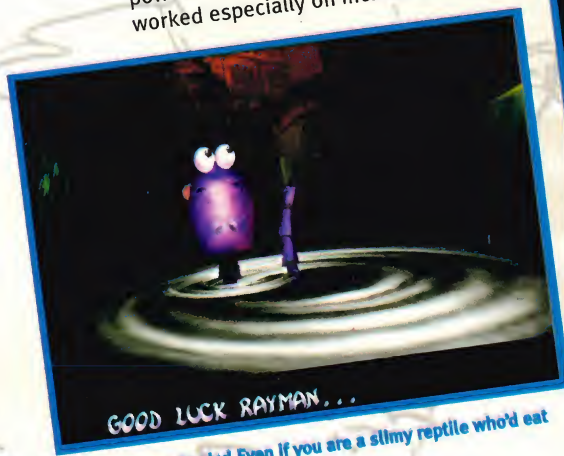
On the N64 we have gone really far in exploiting the technical possibilities with the effects and the high-resolution mode, among others. Graphics are really impressive! But it will be even more spectacular on the PC and the Dreamcast versions with amazing textures in higher resolution and a 60 images/second game, even on a small PC like a P133 or P 166. As for the PSX version, the gameplay will be also adapted to the abilities of the console. Our overall objective is of course to create the best action game on each platform!

64 Now that you're just putting the finishing touches to *Rayman 2*, what does Ubi Soft have planned for the future?

PJ: Rayman has a great richness which is due in part to his originality, but also to his personality; he is a superhero who is cool and funny at the same time. Our goal is to fully capitalize on this character to develop licensed *Rayman* products internally. For instance, Ubi Soft is developing a *Rayman* TV series to be released in September 2000 and Rayman is the main hero of this series. This represents a new adventure for us, as we must master a different technology, even if it is synergistic with that of videogame development in lots of aspects! So I would say that this is just the beginning of the adventures with Rayman for Ubi Soft.



▲ Help me, Obi-Wan Kenobi, you're my only hope!



GOOD LUCK RAYMAN...

▲ We love you Snaky! Even if you are a slimy reptile who'd eat someone soon as look at them!



▲ So Darth Vader, we finally meet! Now I will destroy you - and before you say it, no rubbish about you being my father!



Interview

Name: Michel Ancel

Occupation: Director of Rayman 2

64 Who is Rayman for you?

MICHEL ANCEL: To me, Rayman is a character with strong life energy and humour. His key features are humour and the love of action. You cannot limit him to a certain number of actions or powers since new game situations continuously create these. Depending on what he meets in the game, he develops different abilities that are new to the player and always create new sensations. This evolution gives birth to new situations and ideas.



64 What differences are there between the original Rayman game and Rayman 2?

MA: There are a lot! If I had to choose one, I would say that one of the main differences between *Rayman 1* and *Rayman 2* is the scenario's greater role in the game. It adds to the coherence of the world in which the player evolves. *Rayman 2* is more story-oriented, with a richer plotline, furthering the player's overall involvement.

I really think having a strong scenario is a new trend in the industry for this

kind of game. Now the goal is no longer to move from one level to another but to write a story. So this element is a very important difference from the original *Rayman*. It creates more of an epic dimension to *Rayman 2*. The scenario also ties in meaning with the action, which is a strong feature of *Rayman 2*, and provides the players with more surprises and above all more emotion!

64 What were some of the biggest influences on Rayman 2, in terms of art design?

MA: *Rayman 2* is based on a fantastic background that includes lots of contemporary things. My sources of inspiration are numerous and mostly unconscious. When I was a kid, I used to read all kinds of stories – Russian, Chinese, Celtic, etc. *Rayman* takes things from all these universes, but adds things from all these universes, but adds a more contemporary cartoon touch. The cartoon aspects are inspired by Tex Avery, among others.



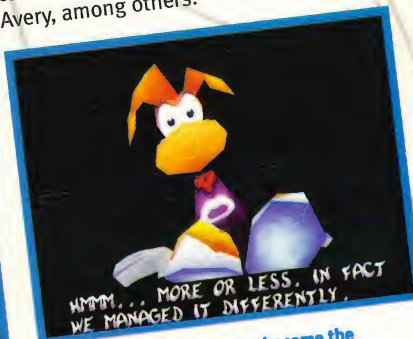
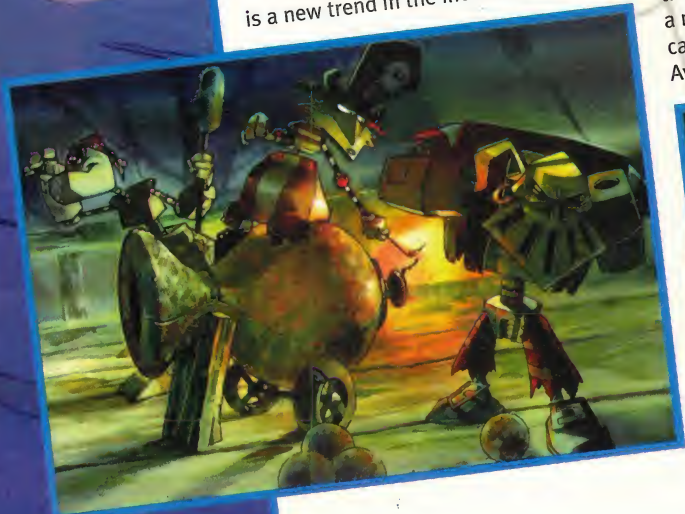
▲ It's the king of the small beings! Although surely that should be democratically elected spokesperson for the vertically-challenged?

Rayman is a true high-performance hero who keeps a good sense of humour like Indiana Jones. He is also a rebel, fighting against the bad guys, as in *Star Wars* or *Robin Hood*.

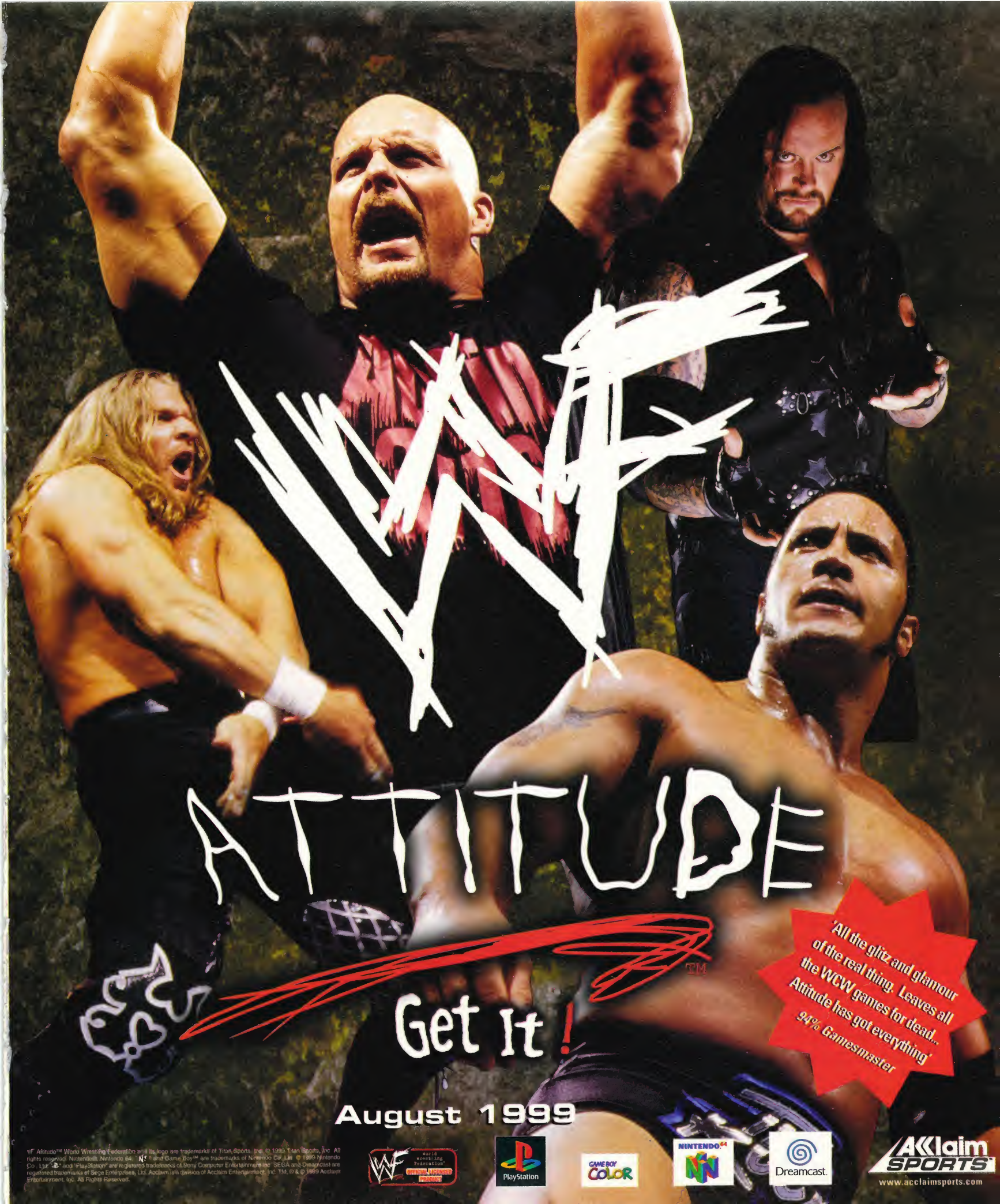
64 How did you achieve the unique "graphic touch"?

MA: We really wanted to achieve a new style with a strong creative identity. My team in the Montpellier independent studio is composed of talent coming from various worlds. Some of them come from the worlds of cartoons, the movie industry or comics, others have quite a long experience in videogames, some are illustrators, animators, painters... But what unites everyone is the passion, that's what creates a great atmosphere within the team and allows us to express our creativity!

Thanks to all at Ubi Soft UK and Europe for making this feature possible and being such pleasant hosts to a bunch of unruly journo! Check out 64 MAGAZINE for the full review – very soon! ■



▲ Rayman explains how he became the International Kama Sutra champion for the third year running.



WCW ATTITUDE

Get It!

August 1999

'All the glitz and glamour
of the real thing. Leaves all
the WCW games for dead...
Attitude has got everything'
99% Gamesmaster

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REVIEWED
THIS ISSUE!

reviews

MAGAZINE

Those Boxes Explained!

Our reviews are liberally splattered with boxes, for your convenience – if you're too lazy to read the main review, or want the technical guffery, these are where to look. But what do they mean?

Ninfo

PLAYERS

The number of people who can play the game



EXPANSION PAK

Does the game support Nintendo's Expansion Pak for extra features?



RUMBLE PAK

Can you plug in a Rumble Pak and shake along with the game?



Publisher	The company selling the game
Developer	The company that wrote the game
Game Type	What sort of game it is – sports, racing, fighting, whatever
Origin	The country where the game was written
Release	The date the game will be on sale
Price	Gee, see if you can work this one out!

\$64,000 Question

⊕ This is where we list the good and bad points of the game. If there are more of the latter than the former, it's probably not going to be worth your money!

Memory Options

Does the game have a built-in chip to save your position, or do you have to buy one of Nintendo's Controller Paks to record your progress?



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TONIC TROUBLE

With a world thrown into chaos, it's up to an alien with a head like a purple carrot to save it!



PAL Performance

In UK Update reviews, this box replaces the \$64,000 Question. It means we've already reviewed the game as an import – has the British version suffered in translation to our PAL television system?

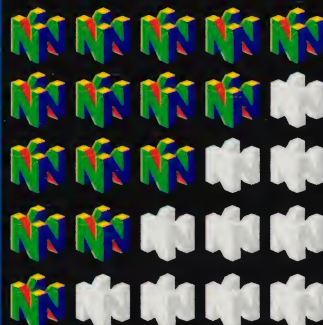


Supplied By

We get import games through importers – if you want to get hold of an import game for yourself, these are the people to call.

64 Magazine Rating

64 MAGAZINE rates graphics, audio, gameplay and challenge out of five. What does it mean when a game gets a particular score?



Well above and beyond the call of duty – five in a category means it's damn near faultless!

A good job – there might be a few rough edges that could have been better, but nothing serious.

Average – a game that gets this score does its job adequately in this category, but isn't anything special.

Things aren't looking good – a mark of two means that this part of the game is definitely below par.

Complete rubbish – this part of the game has been done so badly you wonder why they bothered!



54 MICHAEL OWEN'S WORLD LEAGUE SOCCER 2000

Has the boy Owen done good?

58 J-LEAGUE PERFECT STRIKER 2

The latest ISS update from Japan!

60 OGRE BATTLE 3

Japanese strategy – Japanese text!

63 WCW NITRO

Be glad this is an import review!



64 MONSTER TRUCK MADNESS

Big trucks... big game?

66 JOHN MADDEN '99

We finally got around to it...



UK UPDATE



68 MARIO GOLF

Spare us the putter!

Final Score

95%+



EVERY GAME GETS A SCORE OUT OF 100 – BUT WHAT DOES IT ACTUALLY MEAN? IGNORE ANYTHING OTHER MAGS MAY SAY – 64 MAGAZINE IS THE MOST BRUTALLY TRUTHFUL N64 MAG AROUND, AND IF WE GIVE A GAME A GOOD (OR BAD) MARK, YOU CAN TAKE THAT AS THE GOSPEL TRUTH. THESE ARE WHAT THE SCORES MEAN IN ENGLISH...

This score wins a game the coveted Gold Medal Award. Unlike some rags, which hand out top gongs like Smarties, we're very tight-fisted with this award – out of over a hundred N64 games reviewed, only four have got the gold. It's your guarantee of a top game!

94%-90%



Welcome to Sizzler country! Scooping one of these awards means a game has had our brand of quality seared into its tender flesh. Unless you have a beef against the particular kind of game, anything that scores in this range can be bought without fear of crapness.

89%-75%



The good-but-not-awesome zone. A game in this range will still be worth getting if you like the sound of it, but it will either have some minor but annoying flaws or be missing the hard-to-define 'hook' that makes a truly great game.

74%-50%



Starting to drop into the realm of games that should only be bought if you're really, really into the subject. They might have flaws that spoil the gameplay, or be well done but not be especially interesting. Be careful before you spend your money.

49%-30%



Warning, Will Robinson, warning! If a game can only manage a below-average score, then there's obviously something badly wrong with it and you should give it a wide berth. Don't say we didn't warn you.

29%-10%



You are now entering the World Of Crap. If a game ends up here, it's got so many things wrong with it that the Russians may be planning to use it as a space station. Do not, under any circumstances, buy anything that scores this low!

Below 10%



Can there really be anything this pathetic on the N64? Oh yes, there can. Oh yes.

64 Bottom Line Controls



What do all those buttons on the pad do? We try to make sense of the insanity!

Alternatives

There may be other games of the same type already on the shelves – here you can see at a glance whether the game being reviewed measures up to the competition.

Rating

Graphics

Does the game look like Melanie Sykes, or Dot Cotton?

Audio

Does it sound like music to your ears, or nails down a blackboard?

Gameplay

Perfectly-tuned entertainment machine, or clumsy and annoying stack of cack?

Challenge

Will it keep you coming back for more, or be finished in five minutes?

Overall



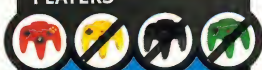
The final score! It's not an average of the four categories above, but our definitive rating of the game. So, is it worth your dosh?

Soundbite

The game in a nutshell, for the truly lazy reader!



PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher:	Ubi Soft
Developer:	Ubi Soft
Game Type:	3-D Adventure
Origin:	France
Release:	Out now
Price:	£49.99

Yes, just when you thought things couldn't get any worse the Earth faces one more dire threat – from a can of tonic. It seems that during a particularly lively cleaning spree Ed, the space-going equivalent of the office janitor, sampled the contents of a strange can (as of course

Soon the entire planet is covered by the strange contents of the cosmic container, and some weird and **The p**

not-really-very-wonderful effects ensue. Vegetables and animals begin to mutate, waterfalls start to flow the wrong way and everything gets generally a little bit wacky.

Uh Oh...

Almost before Ed's had the opportunity to shut the rogue hatch in his spacecraft he receives a message from Earth, specifically from Agent XYZ, leader of the Earth resistance. This enigmatic chap tells Ed that there is an

The puzzles in the game are

antidote to the tonic but the resistance have their hands full and it's up to Ed to come down and sort things out. Which is where the game begins.

After a short cut-scene, in which Ed makes a rather bumpy landing at the top of a mountain, it's time for you to

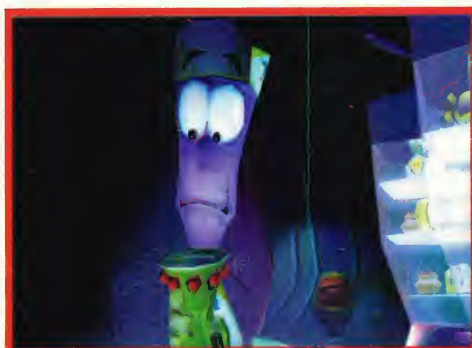
\$64,000 Question

- ➕ Loads of wacky characters
- ➕ Addictive gameplay
- ➕ Visually very humorous
- ➕ A variety of different puzzles
- ➕ Good replay value
- ➖ Camera can be a little annoying
- ➖ Doesn't take long to complete

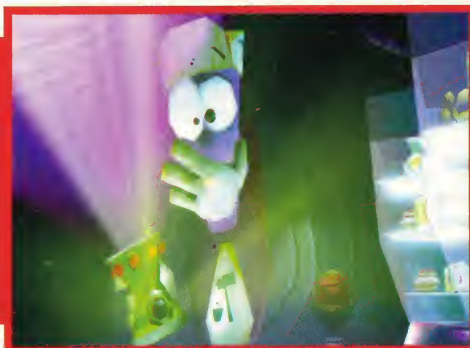
► Aaaaah! I don't know what this stuff is, but it tastes great! It's the taste of a new generation... a generation of mutation!



▲ This is your starting location. Quite why Ed couldn't have just landed at the bottom of the mountain, we don't know...



▲ Hmm... I wonder if this is safe to drink?



▲ Yep, seems fine... oops, no, hang on, oh dear I feel a bit...



▲ ...SICK! Bluuuaaaaaaarrrrrrrgggggghhhhhh!!!!

ble

assume control. The first task of the day is to get Ed down onto level ground and for this he improvises a makeshift sledge. Cue a bizarre 1080°-style rollercoaster ride down the sheer face of an icy peak, collecting elements of the antidote along the way!

Once you've safely reached the bottom of the slope the main part of the game begins. However, as there are 20 pieces of the antidote scattered down the mountainside and you need to collect every piece in the game before you can complete it, the chances are (unless you were particularly lucky on your first run) that you're going to need to come back to the sledding again at some later date. Your task for now

fairly simplistic...



A Shooting Stick!

The first item which Ed gets is also the most important, as it's incredibly versatile. The stick allows Ed to do a variety of things including shooting. To get your eye in you need to take Ed to a firing range and shoot a few weird targets like vicious-looking ducks and some bizarre over-inflated sheep.



▲ Well, like... duh! That's sort of the whole point of the game, isn't it? But yes, I do want to get the can back. Please help.



◀ Dreaded vegetable HQ, eh? Home of the killer vegetables? Can't we just have a nice day-trip to Scunthorpe instead?

though is to make contact with members of the Earth resistance and rescue the Doc, a rather eccentric inventor whose technical skills are essential to Ed's success.

...We're In Trouble!

Tonic Trouble is a 3-D adventure game in the same vein as *Banjo-Kazooie* and the rather ghastly *A Bug's Life*, with the emphasis firmly on puzzle-solving. Once you've rescued the Doc there are then six different tasks that you need to complete, each of which involves finding various components for a machine which will grant you access to the fortress where the tonic can is being kept.

▲ It's the revenge of the killer tomatoes! Quick, somebody get *ER* Chief Paediatrician Doug Ross, he'll stop 'em!



▲ We're not quite sure what's going on here – since when does Paul Newman make popcorn? Is he sponsoring the game or something?

the future is DVD

Do you want to know more? yes



TONIC TROUBLE

REVIEWS

64
MAGAZINE

49



The Cast

Besides our hero Ed, there are some other important characters that you need to know about...

Agent XYZ

This is Ed's equivalent of M and Q all rolled into one. He gives Ed his orders and also instructs him in the use of any new equipment the Doc supplies him with.

The Doc

This eccentric old chap can help Ed out but he needs to be supplied with components. Each time you get him a set of bits he gives you new ability.



Suzy

Sexy Suzy is the Doc's daughter and has a soft spot for Ed. She's not a shy girl either and keeps making suggestive remarks whenever she speaks to our hero!

The Pharmacist

This sinister-looking individual is making things worse by mixing the tonic with all sorts of weird genetic concoctions to create strange effects – the gill!

Grogg

Grogg the Hellish is a nasty, nasty, nasty person who's happy with things the way they are and doesn't want Ed to change things back. And he's got a beard too.



▲ It's a flying mammoth! Ed's new contact isn't the sort of person you meet every day – and he calls Ed strange looking!

Although you can wander around the land of *Tonic Trouble* more or less as you please, the gameplay itself is fairly linear. When you start the game, Ed is a fairly useless character who can jump and run and... that's about it. He has no offensive capabilities whatsoever until he finds his all-important stick. With the stick Ed can activate switches, control machinery, hit monsters and even shoot projectiles.

In addition to the mighty stick, after each successful mission Ed gains a new ability, ranging from flight to shape changing. With each new talent a new



◀ It's sexy Suzy! She's a bit of a flirt really, and frankly we feel she's just leading Ed on – the poor little fella.



▲ Haven't we met somewhere before? You look a lot like this mad old guy who used to drive around in a souped-up DeLorean...



▲ This flying platform is controlled with Ed's multi-purpose stick. That thing is just sooo useful!



area opens up, and to further complicate matters there are certain things in some sections of certain levels which can only be tackled once you've completed the rest of that area and gained a new power. In this way, you have to visit most areas at least twice and thus the longevity of the game increases.

The little purple alien absolutely

On Me 'Ed Son!

The puzzles in the game are, on the whole, fairly simplistic in design. They usually involve moving a block to a specific location, shooting a number of targets or something else equally basic. It's probably fair to say that *Tonic Trouble* is aimed at a considerably younger audience demographic than a title like *Shadow Man*, as evidenced by both the cartoony nature of the graphics and animation as well as the difficulty level of the game itself. That's not to say that this game isn't going to appeal to older players – the visual humour is fairly adult-oriented, and while the gameplay isn't going to have you up night after night sweating to get past a specific section, it's pretty damn tricky in places. This comes down to the antidotes. While it's not that difficult to move through each of the different levels and make it to



▲ Progress through this section is made by hitting the grey targets to 'magnetise' them so that they draw your platform along.



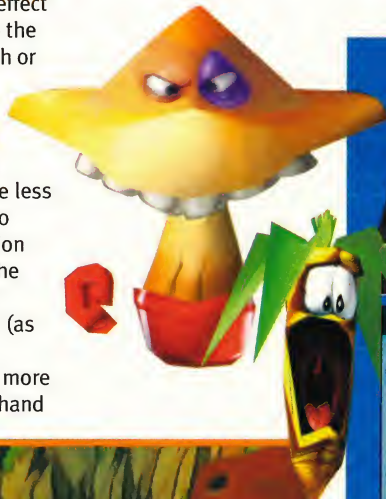
the end, it's somewhat more tricky to get through each level in one piece having collected all the items that you need. In general, while the route through each section is fairly simple, many of the all-important antidote pieces – which you

exudes personality!

must collect in order to reverse the effect of the tonic and restore normality to the planet – are situated in hard-to-reach or hazardous areas.

A Real Pick-Me-Up

This means that the game basically operates on two different levels. The less accomplished gamers will be able to have fun playing through each section and should be able to get most of the way to the end of the game without getting horrendously stuck early on (as might well happen in the aforementioned *Shadow Man*). The more skillful games players on the other hand



▲ Each time you return successfully to the Doc he gives you another mission. You need to get everything he asks for if you want to finish!

He's Big, He's Mean... But He Ain't Green!

Move over Bruce Banner, there's a new Incredible Hulk in town! Being an alien, it seems that even something as ordinary as common-or-garden popcorn has a strange effect on Ed. Grab a piece from the popcorn-makers that are scattered conveniently throughout the world of *Tonic Trouble* and Ed temporarily transforms into a huge creature called Super Ed, who can bend steel bars, throw huge rocks and deck bad guys that plain ol' normal Ed would stand no chance against.



51



DVD

review



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Getting Your Wings

Before you can take to the skies of the mutated world, the shy master-of-disguise Agent XYZ instructs Ed in the use and abuse of his rather peculiar bow-tie. These lessons come in the form of little practice trials like using updrafts to reach coloured platforms, flying through hoops (like in *Superman*, only this time it's fun) and finally taking part in a bit of aerial dog-fighting against some flying sheep. Don't count 'em or you'll fall asleep!

52



▲ I'm sorry, but I distinctly asked for 'no giant orange slice' with my cocktail! You're just going to have to take it back...



can focus on finding all the elements on a stage, and therefore have something to give them a bit more of a challenge.

One of the best things about *Tonic Trouble* is the variety in the gameplay. While the major part of the game could be described as a 3-D platformer there are also a lot of other gameplay styles mixed in to good effect. Flying, swimming and shooting sections are all on offer and each new area in the game is usually fairly different to the last, which prevents things from getting boring.

Another pretty cool thing about *Tonic Trouble* is Ed himself. The little purple alien absolutely exudes personality and



▲ Uh oh, outnumbered! Where's Bugs Bunny when you really need him? Having said that, these guys would probably just eat him!



▲ You can't hang around in one place too long or the guards use you for target practice – ooh, that's gotta hurt!



▲ This is the barman at the Glacier Cocktail. He gives Ed a few handy hints and mixes a wicked margarita too!

is incredibly amusing to watch. As he makes his way through the strange warped world, Ed runs the full gamut of emotions from scared through bored to ridiculously happy. If you leave him alone without pausing the game he'll do something fairly wacky and one neat touch is the way he encourages you to keep trying. Climb up a particularly tricky set of platforms, for example, and when you reach the top Ed will do a little celebratory dance and punch the air in jubilation. While this might sound a little daft, it means that you get the feeling that you've accomplished something even on the short sections within a level.

Purple Haze

The only real problem with *Tonic Trouble* is down to the camera. It can be a bit of a pain at times when you're trying to move fast and it did result in one or two tumbles into ravines when it failed to adjust fast enough to reveal the drop in time. That said though, the camera system has come on a long way since the preview versions of the game and shouldn't prove too annoying for the most part. Just one thing, though. You get three camera options – Static, Dynamic and One Second. With Dynamic

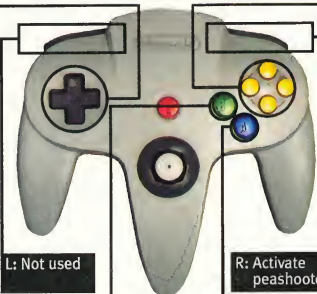
A challenging, enjoyable,

Transformers: Aliens In Disguise!

Later on in the game Ed picks up a chameleon ability. Once he's got this he can use the special platforms to transform into various bad guys and thereby gain entry to otherwise inaccessible areas – now that's magic!



64 Bottom Line Controls



L: Not used

R: Activate peashooter

B: Shoot/hit

A: Jump/fly

C Up: First person view • C Down: Tilt camera up/down • C Left: Move camera left • C Right: Move camera right

D-Pad: Not used

Z: Sidestep

Alternatives

Banjo-Kazooie: Nintendo
Reviewed: Issue 16, 95%
A Bug's Life: Activision
Reviewed: Issue 29, 59%

Rating

Graphics



Audio



Gameplay



Challenge



Overall



87

Soundbite

Enjoyable and quirky 3-D adventure game that should prove fun for all ages!



the camera moves around to track you and with One Second it does the same but waits a second after you've stopped moving before it shifts, thus preventing the controls going all awkward when the perspective changes. Now you'd think that Static would mean not-moving wouldn't you? But it doesn't! if anything, the camera jumps around more than when it's set on Dynamic! Perhaps the options lost a little something in the translation from French...

▲ The symbol on this platform indicates that Ed must be in Super Ed form to activate it. Too difficult for you?



Tonic Trouble is a fairly challenging, extremely enjoyable, slightly wacky 3-D graphic adventure that should appeal to gamers of all ages. If you're looking for the most challenging game on the N64 then this probably isn't it, but if you're looking for one of the most fun and humorous titles so far then you're definitely on the right track. ■



▲ Ed auditions for Resident Evil 64. Watch out for the evil zombies from Umbrella, Ed, they're all out to get you!



► Make your way successfully through a particularly tricky section and Ed will celebrate with the oddest little dance.



wacky adventure!

▲ Born free... as free as a bird! Ed takes to the skies in this lava level where touchdown results in instant Kentucky-fried alien!

2nd opinion

It took its time getting here, and ultimately Tonic Trouble turned out to be good, but not brilliant. It feels like a bit of a poor cousin to the similarly-designed Rayman, which is due to arrive in a couple of months. From what I've seen, I'd say wait for Rayman. ANDY McDERMOTT

Rating



Michael Owen's World League Soccer 2000

Liverpool and England maestro stars in his very own game. Can he kick it?

Ninfo

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher: THQ
Developer: Silicon Dreams
Game Type: Football
Origin: UK
Release: 24 September
Price: £44.99



It's been two agonising months, but now we can relax and enjoy the pain and pleasures that lie ahead in England's domestic season. You see, for the majority of fans, this barren patch, where knackered professionals jet off for a bit of R&R, before the rigmarole of pre-season training, is almost too much to tolerate. What else are we supposed to talk about, for flip's sake? Okay, so there's the small matter of Michael Owen. The young England prodigy may have only just returned from a long period of injury following a pulled hamstring against Leeds United

last year, but that's given him (or his agent) all the more time to sign a deal with THQ. It was going to be Eidos again, but at the eleventh hour, all that has changed for tedious reasons we won't go into. All you need to know is *Michael Owen's World League Soccer 2000* (a long name, so we'll refer to it as *MOWLS*) is fabulous.

A jewel amongst dross and second only to Konami's all-conquering *ISS '98*. It even knocks Electronic Arts' excellent *FIFA '99* into a cocked hat. No mean feat, we're sure you'll agree. So what is it that makes *MOWLS* so palatable?



▲ Gazza couldn't wait to get to the bar. No, not the one on the field. Celebrations are slick and stylish. No game's the same without 'em.



▲ As with any footie game worth its salt, *MOWLS 2000* excels when four human players join in. Two on each side, then!

A jewel amongst dross!



▲ Each time you score, the goal can be viewed again and again, until your friends refuse to play you again. There's about six angles.



▲ Use the Extend button (right shoulder) to perform skills above and beyond duty. Chesting the ball down gives you instantaneous control.

Coming Home

The best slice of the gaming cake must go to the graphics engine. Although not quite as smooth as the impossibly-good *ISS* duo, it makes the N64's processor sweat like a Turkish wrestler to ensure instantaneous camera changes, such as a sudden long hoof up the pitch, happen almost seamlessly. There are occasions where you notice the tiniest of interruptions, but for all intents and purposes, developer Silicon Dreams has implemented a beautifully crafted game engine.

The programmers have certainly had plenty of practice to hone the gameplay, however; just look at the success they've had on PlayStation if you need proof. More astoundingly, *MOWLS* runs in hi-res and without the requirement of an Expansion Pak. Each player is stunningly well rendered, and to be honest the motion captured players look better than those in *ISS '98* and *FIFA '99*. The only niggle is with the motion capture system. As we all know, it can limit the speed at which instantaneous moves can be pulled off and doesn't work as well as the laborious (to create, not use) 'key framing' technique used to such wonderful effect in the *ISS* series.

64
MAGAZINE
SIZZLER\$64,000
Question

- ⊕ Fantastic hi-res graphics
- ⊕ No Expansion Pak required
- ⊕ Fluid and intuitive control
- ⊕ Huge array of options and teams
- ⊕ Excellent player AI
- ⊖ Slight slowdown
- ⊖ Commentary repetitive

More Cameras Than Sky Sports!

There are three tasty ways to change the way you view the action. The angle, distance and height can all be set to your personal preference.

ANGLE

First of all is the angle. You have a choice of End, Isometric and Side. Side is the most practical, although Isometric is pretty tasty too.



DISTANCE

Next, try altering the distance. This decides how close into the players you want to be. Anything nearer than Medium can be tricky.



HEIGHT

If you want a bird's-eye view, zoom out. Playing at Medium distance is recommended for a good all-encompassing vista of the field.



◀ Is it a bird, Is it a plane? No it's pouring down and that greasy ball's gonna splat on somebody's face. Cool the way they all look up, though.



Can You Kick It?

That aside, the animation and motion capture in *MOWLS* is excellent. There's only the briefest of pauses between interplay and a glut of standard and extended moves (the right shoulder button is used for skill moves) to master.

Another bonus is in the use of real names. Unlike *ISS '98*, *MOWLS* features the names of Alan Shearer instead of 'Alunn Sheepdip' and Jimmy Floyd Hasselbaink rather than 'Jimmi Floored AgroBarcaly'. So it looks better than Salma Hayek in a bikini, but what about the all-important features? Once again, Silicon Dreams has done its homework.

There are in excess of 200 teams to choose from, featuring English, French, German, Italian and even American leagues. Virtually every international team has been squeezed in, too, making *MOWLS* one of the most comprehensive going. Various leagues, cups and one-off

competitions have been added to guarantee sore thumbs for weeks and there's even an option to customise your own competitions. Weather, real-time lighting and the first decent representation of crowd activity add further to the atmosphere, not forgetting the chance to play at ten gorgeously-realised stadia. The final trump card is the in-game AI of the players.



Drop And Give Me 20!

The training ground is the best place to hone your skills.



Corners

Swing them in for a header or volley.



Flying Headers

Double tap plus direction for a power header.



Free Kicks

Stick one in the top corner.



Penalty

Can you fool the goalie?



Throw-in

Simple, but sets attacks up nicely.





Knocks FIFA '99 into a cocked hat!

▲ Didn't he do well? Good game, good game. 'Keeper AI is exceptionally good. This, of course, adds to the challenge no end.

▼ Get that giant arrow off the pitch. It's intimidating the players and putting us off! Oh, go on then, if it helps me score...

Cheese 'n' Owen

Take defending, for example. Each player can be assigned a specific position, whether it's zone or man marking. You rarely get caught out, but even if your strategy is lacking, the computer can compensate for you. The wealth of options is staggering, as it needs to be with the next best footie game perpetually knocking at the door!

Players are welcome to dive straight into the action via the 'Quick Start' option (usually a ludicrous mismatch between a Premier League side and a



▲ Brazil's superior footwork for once fails to pay off, as a volley goes bouncing wide. It's anybody's game at this point.

third-rate American squad), but we suggest you hone your dribbling, shooting and passing at the pressure-free training ground. Free kicks, penalties, corners, special skills and crosses must be mastered if you want to knock the wind out of Brazil's sails. It's terrific fun putting your players through their paces though. We are extremely impressed with *MOWLS* and when four players join in (two on each side), it's even better. Slick, well-animated graphics, a welter of nicely-presented options and the kind of instantaneous gratification when you pick up and play for the first time, combined with the subtlety that keeps experts coming back again and again, make it a welcome alternative to Konami's gem. Recommended for all football fans! ■



▲ Holland's keeper punches the ball away just before England sweep in. Never mind, they'd have missed anyway!

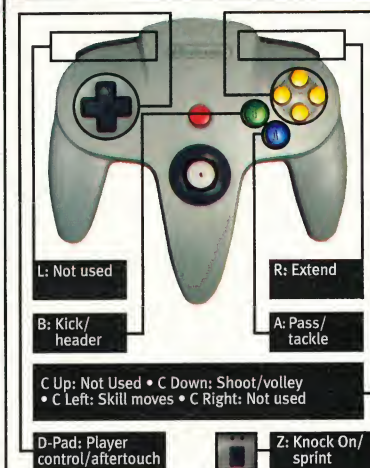
2nd opinion

A hi-res footie game, and about time! *MOWLS* really looks the part, and plays very well, outperforming the elderly *FIFA* franchise on the pitch. It's still just pipped for playability by *ISS*, but the licence alone will make it worthwhile for most people. **ANDY McDERMOTT**

Rating



64 Bottom Line Controls



Alternatives

FIFA '99: EA Sports
Reviewed: Issue 24, 91%
ISS '98: Konami
Reviewed: Issue 18, 95%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

91

Soundbite

The best looking footie game on the N64. Instantly playable, too!

TOTAL

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STUFF!



76 Game Boy COLOR Games
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www.TotalGames.net no.4



The new season starts here...

J-League Perfect Striker 2

Ninfo

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher	Konami
Developer	KCET
Game Type	Sports sim
Origin	Japan
Release	Out now (import)
Price	See importer

▼ Positioning of the goalie is vitally important in the set-piece plays. If it's a Beckham or Roberto Carlos wannabe taking the kick then beware.

Few things in life are certainties but birth, reproduction, death, and Konami releasing top-drawer football games are just that. Considering that Japan isn't famous for its success in the sport, for some reason the developers at KCET have a canny knack of delivering almost every attribute of our beautiful game in precision detail, with realism so sharp you could almost take an eye out!

Saint

It is quality such as this that makes us savour every new version of *J-League* (better known as *International Superstar Soccer* over here) in the same way a child awaits a visit from some fictitious fat bloke in a red suit – butterflies in the stomach, lack of sleep, wetting the bed... okay, so maybe the last one only applies to us, but when *J-League Perfect*

Striker 2 is arriving the next day, strange things can happen to a footie-mad reviewer. It is with some regret then that this brand-spanking-new version isn't really the massive stuffed football pie we were expecting, more a pasty that needs a few minutes in the microwave (and even then there's no guarantee that it'll taste good!).

Bypassing the wads of Japanese options screens like they were junk mail, we went straight to the pitch for some action, but were disappointed by just how similar it is to the last game. The graphics are the same, the moves are the same... everything is the same. The sense of anti-climax can be compared to eyeing-up the behind of a seemingly fit woman, only for her to turn around and be Leslie Joseph! This Japanese import version features teams from the native J-League with names like Red Diamonds and Grampus Eight (with whom Gary Lineker finished up his illustrious career). It also features insanely enthusiastic commentary. You can't



▲ The new on-field referee spots something amiss as the two players collide. Unfortunately, there's no DiCario shove!

understand a word of it, but somehow it's better that way.

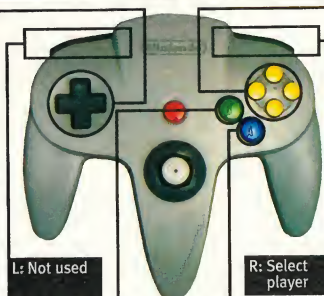
It seems baffling that KCET hasn't tweaked the look of the game, or even chucked in a few extra on-pitch touches, but we suspect the bulk of the time was spent in the back-room managerial departments – a section of *J-League Perfect Striker 2* that is totally wasted on a western audience who can't understand the squiggly text. We did spot evidence of player training modes and suchlike, but you'd be foolish to splash out on this when you'd only essentially be getting half the package.

Greavesie

As an arcade-style football game first and foremost though, *J-League Perfect Striker 2* is still the Manchester United to FIFA's Huddersfield Town – extremely sharp, brilliant to watch, and always good value for money. This import version has all the speed and the bigger picture that has always been sadly lacking in the official versions. That said



▲ The corners can be glided in thanks to the adjustment of height and distance, plus a little bit of swerve to fox the defence.

64 Bottom
Line
Controls

Alternatives

ISS '98: Konami
Reviewed: Issue 18, 95%
Michael Owen's WLS 2000: THQ
Reviewed: Issue 31, 91%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

88%

Soundbite

The latest and the greatest, but not worth buying on import. Wait for the next ISS update instead.



▲ The free kicks are one of the hardest skills to master, especially as you have to judge the height to clear the defensive wall...

► When the time is ticking down, the goalie would do well to hoof the ball into Row Z to maintain that slim lead until the end.



▲ Goal-mouth scrambles are commonplace in this game. It's much harder to beat the goalies so an old-fashioned 'fluke' helps.



▲ Defending is extremely difficult in a packed penalty area. One ill-timed tackle and the man in black could point to the spot.

though, the action here still isn't as good as the original *J-League* game that was released by Konami when the N64 first came out – not even *ISS '98* is quite as good! It is a lot more challenging in one-player mode though, which is certainly a bonus. The goalies are much harder to beat, even on the lower skill levels, so more work is required on your passing game so as to get into better shooting positions to rifle one home.

Even the recent *Michael Owen* game couldn't steal any of the thunder from this series, which is odd. The first thing we would say to any developer is "Here's *ISS*, copy it, but make it better!", so why

has no-one else even come close to delivering the total football package that Konami does? Who knows. But despite the lack of noticeable differences on the field, *J-League Perfect Striker 2* is still sending 'em wild in Japan, just resist the temptation of a new *ISS* game for now and wait for the official version, *ISS Millennium*, early next year. ■

2nd
opinion

Considering how long it's been since the last *ISS* update, *J-League 2* is disappointing as there are no real changes. There were a couple of off-pitch extra screens with cartoon kids, but we had no idea what they were for. Still a fine game, though! **ANDY McDERMOTT**

Rating



\$64,000 Question

- Still the best of the bunch
- Very well presented
- More challenging
- Too much Japanese text
- Not enough on-pitch differences

► Going round the keepers is still possible, but due to improved AI on their part, it'll take more timing and skill to pull-off.



▲ The defence thought they'd done their job and cleared the danger, only for a poacher to slide in and slot the ball into an empty net. Gutted!

PAL Performance

How does the UK version compare in terms of speed to the import cart?

Borders: N/A

Speed: Saves teams, leagues and stats

Ogre Battle 64 Person Of Lordly Caliber

Hope you've got an English-Japanese dictionary!

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher:	Nintendo
Developer:	Quest
Game Type:	Strategy/RPG
Origin:	Japan
Release:	Out now (import)
Price:	£54.99



▲ At the start of a battle, you can pick an attack strategy from these options. Whatever they might actually mean...



▲ Each unit is represented on the map screen by its leader. Here, the enemy across the bridge is soon going to encounter an entire army!

Be warned: if you're thinking about buying this game, there is a lot of Japanese text in it. And I mean a *lot*. The first time the cart was plugged in, it took about half an hour to plough through all the menu options and (largely unskippable) story sections. After that, it took about another two hours just to get to grips with the basic game functions. Unlike most Japanese N64 games, where a bit of trial and error with menus will get you into the game, if you can't read Japanese you really are not going to get full enjoyment out of *Ogre Battle 64*.

The game is a strategy/RPG crossover. In a typical fantasy land, full of dragons, hellhounds and the like, you control a leader who in turn commands a number of military units. Even without reading the Japanese text, the objective is simple enough; kill the bad guys and



▲ The very start of the game, where you get to name your character and sit through several volumes of impenetrable text!

reclaim the land. Each unit contains a number of soldiers, who can be arranged into different formations according to the type of attack strategy you need. As the soldiers fight the enemy, they gain experience and their fighting skills become better.

The RPG slant comes into play between battles, where characters interact in a similar way to *Final Fantasy VII* on the PlayStation. Alliances are made and broken, relationships struck up and ended, and betrayals and murders committed. It all seems very interesting. If only we knew what they were wibbling on about! Some of the plot can be worked out



If you can't read Japanese



▲ The view occasionally zooms in on the action during a battle if something especially good – or bad, like taking 30 points of damage – happens.



▲ Some of the spells used in combat are quite impressive to watch, even if they don't always do a lot of damage.



▲ An enemy dragon swoops down and treats an unlucky front-line defender to a faceful of flaming halitosis.



▶ Creeping up on a sleeping enemy and slaughtering them as they snooze might not be nice, but if it works...

just from the animations, but most of the time you can only guess what people are saying.

Roll-Ogre Jackpot

Hopefully there will be an English language version soon, because the game itself seems quite promising. The game is structured around sequences of missions, designed to capture one small area of the land at a time. This lets you



▲ Hey! We're being dissed by some bloke in a dress! In a few minutes, he's really going to regret doing that...

build up the power of your forces without having to worry about being trounced by some super-powerful enemy you encounter by accident.

Each unit – friendly or otherwise – is represented on the main map by its leader, and forces are guided around using an icon system. This takes a while to figure out, so useful advice for first-timers is to use the R button immediately, then press A on the first icon to activate the rest of your units. If you don't do this,



▲ Before each mission, you are given a tactical overview of the area, showing enemy-held settlements and the position of their forces.



▲ After completing each mission, you are rewarded with extra money and the recruitment of new soldiers.

The King Needs You!

Assembling a well-trained and equipped army is vital in *Ogre Battle 64*. The game lets you micromanage every detail, right down to what each soldier is carrying.



▲ The formation screen is where you position your soldiers for battle. Certain people, like magicians, need to be protected.



▲ You can also get an overview of all the units under your command. The number of units and soldiers increases as you progress.



▲ At any time, you can find out the information on any individual soldier in your army just by clicking on them.

you're not going to get full enjoyment...

\$64,000 Question

- ⊕ It's different!
- ⊕ Attractive graphics
- ⊕ Easy to play once you figure out the controls
- ⊕ Large land to conquer
- ⊖ Not enough control over battles
- ⊖ Not enough save points
- ⊖ A bit slow
- ⊖ Huge amounts of Japanese text!



▲ Hiding behind some disposable bloke in a tin helmet can't protect you from magical attacks.



▲ A pair of cannon fodder, loyal and valuable members of the military machine, get stuck into an enemy knight.



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Contact info:
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▼ OGRE Battle 64 features the full range of fantasy creatures, including dragons in the full spectrum of colours.



▲ Magical attacks have different effects. Most just cause damage, but some can put targets to sleep, poison them, or in this case stun them.



the first time you lose a battle it's Game Over and you have to sit through the whole intro sequence again!

An annoyance of the game is that, as far as we could work out, there's no way to speed up time on the main map screen. If you've sent your troops on a long march, you have to sit and wait for them to reach their target, which gets a bit tedious.

Combat begins automatically on contact with an enemy unit. The only control you have, apart from the formation of your troops, is deciding the fighting style when battle begins. Again, this option is in Japanese and we couldn't suss out what difference it made.

Battle sequences are fairly simple RPG-style affairs, the two sides facing off and individual soldiers darting forward to make attacks or magicians

casting spells from the back row. The graphics are attractive, with an unusual 'painted' manga look to them. Soundwise there's a lot of standard bombastic RPG music and clanking swords, with nothing that stands out.

Without knowing the plot, and considering the sheer volume of Japanese text, it's hard to recommend *Ogre Battle 64* to anyone but the most hardcore import gamers. There does seem to be a good game in there somewhere, but we'll have to wait for an English translation before we can appreciate it fully! ■

2nd opinion

At first glance, *Ogre Battle* is a tad daunting... probably something to do with the reams of Japanese text! However, that aside, this is a really engrossing real-time strategy – a genre that is sorely lacking on the N64. Let's hope Nintendo UK gets *OB* out here soon! **STUART TAYLOR**

Rating



64 Bottom Line Controls



L: Call up menu 1

R: Call up menu 2

B: Deselect

A: Select

C Up: Zoom out • C Down: Zoom in • C Left: Pan around map • C Right: Whole map inset

D-Pad: Move cursor

Z: Call up menu 1

Alternatives

Command & Conquer: Nintendo
Reviewed: Issue 30, 90%
The Legend Of Zelda: Nintendo
Reviewed: Issue 21, 96%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

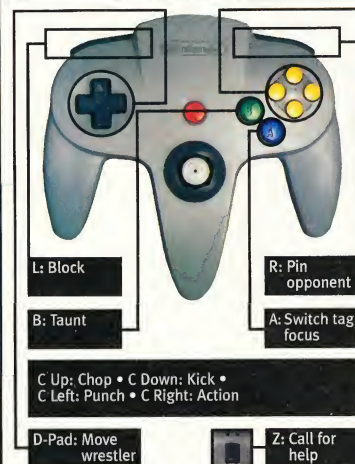


77

Soundbite

Seems good, but wait for an English version to make sure!

64 Bottom Line Controls



Alternatives

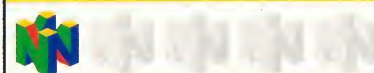
WCW Vs NWO Revenge: THQ
Reviewed: Issue 20, 85%
WWF Attitude: Acclaim
Reviewed: Issue 30, 87%

Rating

Graphics



Audio



Gameplay



Challenge



Overall



24

Soundbite

Don't say we didn't warn you!

Quick - run away! The wrestlers are coming!

Ninfo

PLAYERS

EXPANSION PAK

RUMBLE PAK

Publisher: THQ
Developer: Inland Productions
Game Type: Wrestling
Origin: US
Release: Out now (Import)
Price: See importer

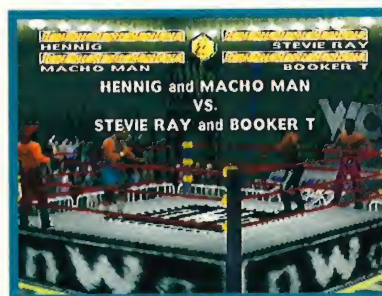
WCW Nitro

Right off the bat, there's something that needs to be said about *WCW Nitro*. Thankfully it's an import game and many of you will never play it - all the people that this applies to should be eternally grateful. The rest of you should know the simple truth that *WCW Nitro* is a very bad game. In fact, it's so bad you might want to consider giving up videogames and becoming a hermit shortly after playing it.

Looking at the back of the box, the game doesn't actually sound all that terrible. There are over sixty WCW and NWO wrestlers to choose from once you've opened all of them up and they are all known faces, rather than made-up characters like in *WCW/NWO Revenge*. Each character has their own list of special moves and trademark 'finishing' manoeuvres, and there are loads of extra options, ring designs and 'run-in' wrestlers who interfere in matches. So far, so good...

A Big Pile Of Lycra Pants

But then you actually play the game and realise just how awful it really is. To begin with, the control system has to be one of the worst ever conceived, substituting combinations of the C buttons for directions on the control pad to pull off moves. As much as innovation



▲ In Tag Team mode, you get the chance to have two of your favourite wrestlers beaten stupid instead of the regular one - great!

is good, this really doesn't work at all - by the time you've worked out which series of buttons do which moves, you'll be lying on the mat being kicked silly by the computer.

Add to this the fact that the camera moves around at every opportunity, making it impossible to know which direction you're facing, coupled with the ridiculously fast pace of the actual action and the game becomes pretty much unplayable. The music is tiresome, the graphics are awful, the action is downright boring... need we go on?

Considering that *WCW Nitro* is in the running for the award of 'Worst Game In Ages Apart From *Superman*', it was probably a good move on the part of THQ to decide never to release this game in the UK. Fair enough, the Yanks might have the urge to rush out and buy this disaster of a title but here in Britain, we're a bit more choosy about what we spend our hard-earned cash on. With *WWF Attitude* dominating the wrestling game market and new titles from both EA and THQ on the way, bringing this trash to our shores would have been the biggest mistake ever. Let's thank the Lord for small mercies, shall we? ■

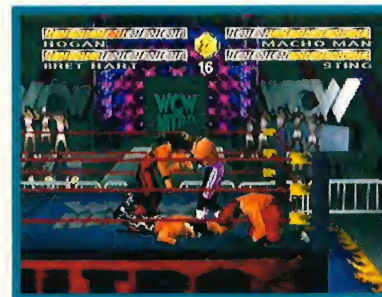


▲ As you might have guessed, this is the computer player beating us silly. In fact, we're about to be hit by the 'Outsider Edge'. Oh joy.

NINTENDO 64

Memory Options

MEMORY: None
CONTROLLER PAK: Saves Game Progress



▲ What wrestling game would be complete without a good Battle Royale? There's one in *WCW Nitro* but it's pretty poor by all accounts.

\$64,000 Question

- Tons of characters to get your teeth into
- Er... lots of different rings, sort of
- The control system is the worst thing ever!
- Graphics are ropey with a dodgy camera to boot
- Sound effects? What sound effects?
- Plays worse than a piano player with no arms

► Here's another one of those hilarious 'alternative' rings that you can fight in. It's all just so funny that we nearly couldn't turn it off. Honest.

Ninfo

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher: Take 2
Developer: Edge Of Reality
Game Type: Racing
Origin: US
Release: Out now (import)
Price: £54.99



Memory Options

MEMORY:
N/ACONTROLLER PAK:
N/A (password system instead)

Monster Truck

Get your motor running, head out on the highway... and mash every other vehicle in sight!

You can keep your racing cars, motorbikes and hovering spacecraft-type vehicles. If you want to really experience serious racing thrills, you need to put yourself behind the wheel of a car-crushing monster

truck. At least that's what Take 2 would have us believe with their latest N64 offering, *Monster Truck Madness*.

Offering you a choice of no fewer than 19 different vehicles to choose from, including the world-renowned Bigfoot, *Monster Truck Madness* lets you test your driving skills on ten different tracks, each one more huge and convoluted than the last. Where this game differs from other racers is in the way you race. Rather than simply have you following a set course, progress through the game is via a series of checkpoints. The twist is that it doesn't matter *how* you get to them, just that you get there. So while you could simply follow the clearly-marked tracks round to each point, you're encouraged to instead take the odd shortcut or four. Your truck can drive almost anywhere on the map, including



▲ The camera can be moved around to view the truck from the sides or even the front, although these views make racing a bit difficult.



▲ This is the only way to travel! Activate hover mode and your tyres rotate to become thrusters – way cool!

up the side of near-vertical hills and through deep water, so the choice of route is limited only by your imagination.

Monster Truck Sadness

In addition to being able to travel off-road, your truck can collect a number of different power-ups. These include homing missiles which blast competitors into the air, a shield which protects you from collisions and sends opponents flying, a spring which launches your truck upwards allowing you to quite literally leap tall buildings in a single bound, and a hover power-up which converts your vehicle into a flying machine.

With the range of trucks, tracks and weird power-ups this game has huge potential and it *is* extremely good fun... to begin with. The problem is that there are a number of annoying glitches which really start to get irritating as you play through the game. Most notably, the CPU trucks cheat like anything!

The only rule of the game is that you have to hit each checkpoint in order, but sadly this doesn't apply to your opponents. While they race around the track quite happily to begin with,

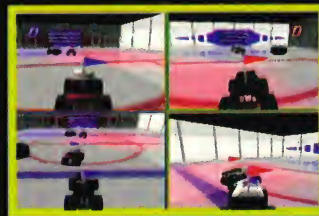
Truckin' Hell!

Monster Truck Madness features several varied multiplayer modes. If you get completely wound up by the one-player game, you could give these a try!



Football

This *Buck Bumble*-like battle game involves up to four trucks barging a huge football around a small pitch – weird or what?



Hockey

The ice hockey battle game is much the same as football, except that the puck slides rather than bounces and there's ice on the pitch.



Chase

Remember the old Scalextric look-a-like *Race 'n' Chase*? No? Well this battle mode recreates it as up to three police trucks pursue a 'felon'.

Summit Rumble

Take on up to three other trucks in a 'king of the hill' wrestling-style rumble. The truck to stay in the ring the longest wins.



Tag

Now this is the way to *really* play chicken! The player who's 'it' takes on the feathery fowl appearance and must tag another truck.



▲ When you activate the nitro your truck takes on a golden glow and you get a massive burst of speed.

Madness



▲ Cockpit view is a great way to play the game, but it makes choosing your route more tricky as you see less of your surroundings.

if you use one of the power-ups, things start to go wrong. Blast a truck ahead of you and it carries on without bothering to hit any checkpoints it's missed!

Monstrous Bugs

Another problem with the game is the truck handling and the general game physics. The vehicles handle strangely, turning very sluggishly at times. As far as collisions go, while sometimes they are fairly realistic and you can crunch and grind away at the other trucks with aplomb, sometimes just the smallest nudge can send you sailing off the track. Which brings up the collision detection. Sometimes you can clip through huge objects, while at other times you get



▲ Homing missiles are a great way of clearing the road ahead – just tap the fire button to send your opponents into orbit!

result – a wet track, for instance, makes cornering much more difficult. However, the worsening track conditions don't seem to affect the CPU trucks – in fact, they get faster and more agile with each race, able to take corners at speed while your truck can only crawl around. Come on guys, play fair!

Monster Truck Madness is not a bad game; in fact it's addictive in one-player with some pretty innovative multiplayer games. Unfortunately, it's spoiled by glitches and bugs which should have been sorted out before the game was released. It's still worth giving this one a look, but don't expect perfection. ■

The CPU trucks cheat like anything!

stopped by an object despite there clearly being considerable space between it and you.

As you progress, the weather conditions on the tracks change and your truck's handling gets worse as a



▲ The police car is one of the most impressive vehicles in the dark, owing to the flashing lights which reflect off the background.

\$64,000 Question

- ⊕ Ten massive tracks
- ⊕ 19 huge trucks
- ⊕ Highly addictive gameplay
- ⊕ Some cool multiplayer battle games
- ⊕ Adaptive weather conditions
- ⊖ Collision detection very dodgy
- ⊖ Unrealistic physics engine
- ⊖ Truck handling isn't perfect
- ⊖ Trucks roll too easily!
- ⊖ CPU trucks cheat horrendously
- ⊖ Can get frustrating
- ⊖ Trucks can get trapped

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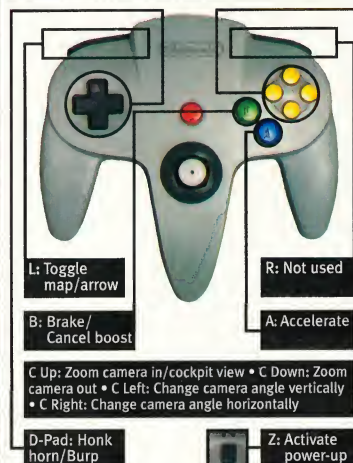
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MONSTER TRUCK MADNESS

REVIEWS

64
MAGAZINE

64 Bottom Line Controls



Alternatives

Beetle Adventure Racing: EA
Reviewed: Issue 25, 92%
Top Gear Rally: THE Games
Reviewed: Issue 7, 80%

Rating

Graphics



Audio



Gameplay



Challenge



Overall

70

Soundbite

Good race game that's marred by some unfortunate glitches.

Madden NFL '99

Better late than never...

Ninfo

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher: EA Sports
Developer: Tiburon Entertainment
Game Type: Sports
Origin: US
Release: Out now (import)
Price: See importer

"Hey, Bill, what's this I see coming onto the field?"

"Looks like a review of *Madden NFL '99* to me, Joe. Seems kinda late – after all, the game came out here in the US of A months ago."

"Well, you gotta figure in the time it takes to ship games out to little old England Town. I mean, Australia's a long way away."

"Looks like the game's about to start. Well, wouldya look at that?"

"I see it, Bill. Hi-res graphics! And without needing the Expansion Pak, too. Quite a change from *Madden 64*."

"It sure is, Joe. Looks like those guys at Acclaim might have themselves some competition here."

"Not sure about that, Bill. *Quarterback Club '99* still has the edge in looks. But looks aren't everything – it's all in the gameplay!"

"It certainly is. *Madden 64* was a pretty gosh-darn good slice of gridiron



▲ Crunch! The 'helmet cam' lets you get right into the action. It does make playing a bit difficult, though, so it's really only for show.

action, and you could argue that it was better than the *QBC* series. Joe, whaddya think of *Madden '99*?"

"Well, Bill, I'd say that *Madden '99* has managed to keep everything that made the first game so playable, and add a few new tricks. The AI is still better than *Quarterback Club* –"

"Of course, we haven't seen *QBC 2000* yet!"

"–and it's easy to get into. It's not quite as arcade-style as *NFL Blitz*, but it does balance ease-of-use with depth durn well."

"The play editor helps out with the longevity as well. If you don't like the plays in the game, just design your own!"

"I've got a couple of quibbles though, Bill. Firstly, where's the sound? *Madden* and his buddy hardly say ten words! Secondly, there are times when the computer helps out a bit too much, which takes away some of the skill. But apart from that, it's a fine ol' game."

"All we've gotta do now is educate the rest of the world into playing it, huh?"

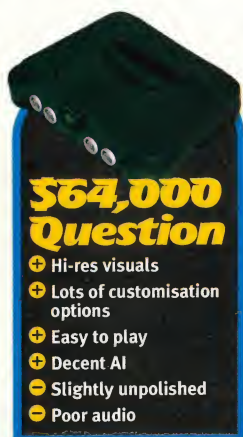
"You got that straight. Listen up, you commie pinko Limey punks – one way or another, we're gonna force to play our games and enjoy 'em! Bwah hah hah hah hah!" ■



▲ The default camera view is reminiscent of the angle used way back in the original *John Madden* game on the Mega Drive.

▲ *Madden NFL '99* isn't as easy to play as *NFL Blitz*, but even first-timers can get right in with a handy 'one button' control option!

◀ Complicated plays are at the heart of American football. If the standard ones aren't to your taste, you can create your own.



\$64,000 Question

- Hi-res visuals
- Lots of customisation options
- Easy to play
- Decent AI
- Slightly unpolished
- Poor audio



Memory Options

MEMORY: N/A
CONTROLLER PAK: Saves teams, players, custom set-ups, seasons



64 Bottom Line Controls



Vary depending whether you're attacking or defending

Alternatives

NFL Quarterback Club '99: Acclaim
Reviewed: Issue 21, 89%
NFL Blitz: GT Interactive
Reviewed: Issue 22, 85%

Rating

Graphics



Audio



Gameplay



Challenge



Overall



80

Soundbite

Playable American football game, but not as slick as it could be.

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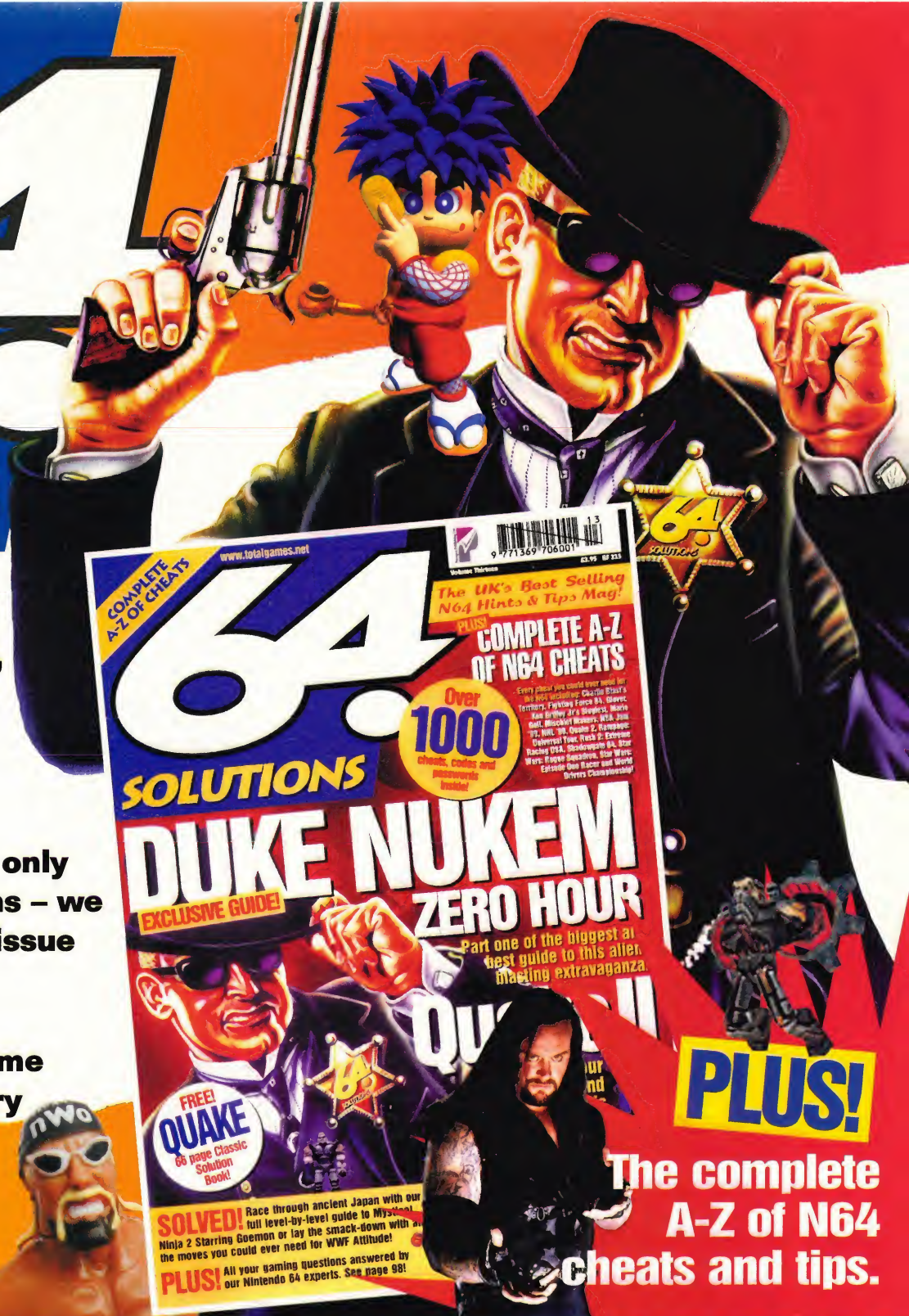
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Mario Golf

Forget Faldo and Westwood – it's Mario who wins the title in our books!

Ninfo

PLAYERS



EXPANSION PAK



RUMBLE PAK



Publisher:	Nintendo
Developer:	Camelot
Game Type:	Sport
First Reviewed:	Issue 29
Release:	Out now
Price:	£39.99



PAL Performance

How does the UK version compare in terms of speed to the import cart?

Borders: Negligible

Speed: No loss of speed

In recent months it seems that if you want a game to be successful all you have to do is place the word 'Mario' in front of it. Despite being nothing more than a trumped-up board game, *Mario Party* was incredibly playable and imaginative while *Smash Brothers* brought a whole new slant to the beat 'em up genre (yes, we know it doesn't have the word 'Mario' in the title, but he's in it).

With *Mario Golf*, they've gone and done it again – creating top titles seems to be second nature to Nintendo now.

Putting The Night Away

There are a total of ten different game modes (such as normal tournaments, shooting the ball through rings or even a mini crazy golf section), each requiring their own approach and playing style. Added to this are more hidden characters to find than we've had hot dinners... well, 14 to be exact. You'll even be able to hook it up to your Game Boy Color when (if) the 64GB is released over here!

The main thing that impresses about the game has to be the amazing

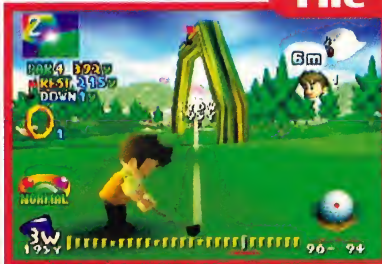


▲ Playing the Mini Golf section is a bit like a round of crazy golf at your local seaside. Ah, the memories...



attention to detail. The visuals are suitable lush, colourful and Mario-esque while the music is typical of all games containing the plucky Italian plumber. But the little touches like the trails left behind the ball when you score a perfect power shot, the wiggling of the clubs as

The Mario connection does it again!



◀ The further on in the Ring Shot game you get, the tougher the challenges are. Check out this nightmare shot!



▲ If you manage to get the markers lined up perfectly on the swing meter, you'll get this – nice shot, Baby Mario!



Memory Options

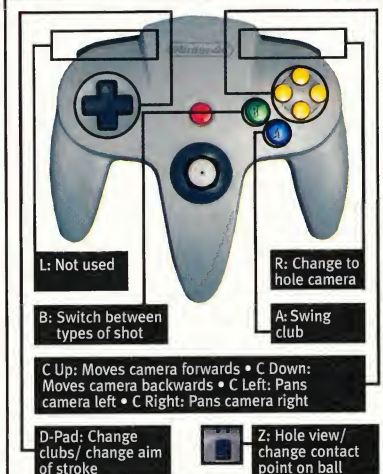
MEMORY: Saves extra characters, tournament positions, replays and all the scores you'll ever need!

CONTROLLER PAK: N/A



▲ Try your hand at the Speed Golf – not only do you need to do well, but you have to get round the course as quickly as possible!

64 Bottom Line Controls



Alternatives

Waialae Country Club: Nintendo

Reviewed: Issue 16, 25%

The Glory Of St Andrews: Seta (import)

Reviewed: Issue 3, 10%

Rating Graphics



Audio



Gameplay



Challenge



Overall



Soundbite

This is a golf game that really hits he mark!

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cheat central



Cheat Central only prints the very latest cheats and tips for the N64; if you want to check out older cheats, our sister magazine *64 Solutions* contains a regularly updated archive of top tips. Alternatively, you can go online and browse the online database of cheats at <http://www.totalgames.net>

PLAYERS' GUIDE

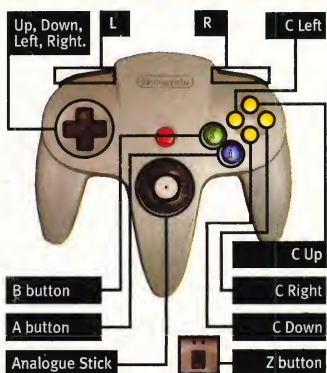
Mystical Ninja 2 Starring Goemon

78

The concluding part of the epic Japan-themed platform adventure!



Pad at a glance



MARIO GOLF

It's golf Jim, but not as we know it! Here's a few tips and cheats for this N64 title which does the impossible – it makes golf interesting!

Left-Handed Golfer

To change your character to a left-handed player hold down L as you select them on the character select screen.



Change Character Costumes

For a snazzy new outfit to play around on the green in press any of the C buttons when choosing your character on the character select screen.



Koopa Park Golf Course

To access the Koopa Park course use the code QTM5MV4H on the password entry screen.



Secret Characters

Do the following to unlock the corresponding secret character.

Luigi – Beat him with any character in Computer Vs Mode.

Yoshi – Beat him with any character once you've got Luigi.

Sunny – Beat him with any character once you've got Yoshi.

Wario – Beat him with any character once you've got Sunny.

Harry – Beat him with any character once you've got Wario.

Mario – Beat him with any character once you've got Harry.

Mable – Get 50 birdy badges in Tournament Mode.

Metal Mario – Get all 108 birdy badges in Tournament Mode.

Donkey Kong – Get 30 Stars in Ring Shot Mode.

Bowser – Beat him with any character once you've got Mario.



WORLD DRIVER CHAMPIONSHIP

Mirrored Tracks

To race the tracks backwards press Z instead of A to select on the track selection screen.

Open All Vehicles

In Championship mode, when you get to the GT2 Circuit menu, pick up the second controller and press Z, Right, Z, Z, B, C Down, A, Right, Start. Continue by pressing A on the first controller and all of the GT2 cars will be available for selection.

QUAKE 2

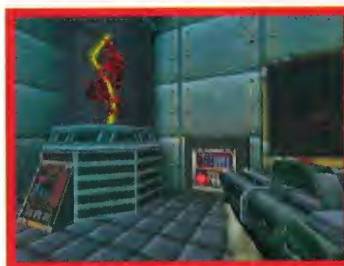
We gave you a few passwords for this game last issue, so for the sake of completeness here are all the one player mode passwords!

Level

Central Complex
Intelligence Centre
Communications Centre
Orbital Defence
Docking Station
Strogg Fighter
Cargo Bay
Zaxite Mines
Storage Facility
Organic Storage
Processing Centre
Geothermal Station
Detention Centre
Research Lab
Bio-Waste Treatment
Access Conduits
Decent To Core
Comman Core

Password

6JBB NJVB BSBK XBF5
1KLS ?VHD B8BT FLXM
ZKLT QN7G 90B? YCH6
VK3K 1MBG T8B7 DCBK
WK3C CW3B 99BB XBGH
TK7F BDGT FCJP YF6G
ST6T 7MXR 9V10 JVR9
R78R DPDL 6HJX 9VG6
Q8?H GNVK PF1L ?BPC
P64Y Q6RS T71K ?LW8
N4R3 7T82 VWQW ZG?V
M604 9QMG Y40V LQKY
L689 GR4B 70VB JMGM
K6?Y X766 T6ZK 994R
J6?4 7SLM YRZ2 QDSB
H6?W 39XL P4Z1 7XBC
G46V MQZ2 V6FK NK9W
F46V RQZ2 VYSH SK7N



CHARLIE BLAST'S TERRITORY

A few issues back we printed a few level passwords for this bizarre bomb-based puzzler. Well we've had Martin the 64 Solutions chimp hard at work since then and he's come up with some more – so here they are!

(H=Hearts, D=Diamonds, C=Clubs, S=Spades, J=Jack, Q=Queen, K=King, A=Ace)

Level

Password

Desert Islands

Desert Stash 4S, 5H, 10C, QC, QC
The Gauntlet 4C, 5H, 10S, 9C, 4C
Blockout AC, 7D, 6H, 6S, 2H
Danger Pass 6H, 2H, AS, 5H, 8H
Switchback 9D, 10D, JD, JH, QH
Gather TNT 9D, 10H, 10H, 7D, 5H
X Marks The Spot AC, 7D, 8D, 5C, 8H
It's About Time 6D, 4H, 9H, 6H, QC
Tres Amigos 7D, 10H, AH, 9S, 6H

Alpine Islands

It's The Bomb 7D, 4S, 9D, 7H, QH
Think Fast 6D, 4D, 9C, 8C, 4C
Chain Reaction 5S, 9S, JH, 6C, 4C
Switchbacks 2H, 3D, 9D, 3D, 2C
Big Bang 4C, 5H, QS, 4C, 8C
Long Haul 6D, JS, 2H, AD, 6H
Run Like Crazy 6H, 2H, QC, 7S, 3H
Tix-Tacs-Oh No! 6C, KH, 10H, AC, 3S
Bouncing Charlie 2H, 3D, 7H, 6C, 10D
Double Bounce 6D, JC, 3H, 4C, 8H

Tropical Islands

Hot Spot AC, JS, 3C, 7H, 9H
Oil Slick 9H, 6C, 2H, 6S, 2S
Bumpers 2H, 3D, 7C, QD, 8D
Conveyor Belts AC, 7D, 6S, JC, 4H
First In, Last Out AC, JC, 3D, JH, KH
Turnaround 4C, 6H, 8C, QS, AD
South Dakota Switch 2H, 4D, 6D, 4C, 6C
Double Cross 5S, 9S, 10S, QS, 9C
Decathlon 6D, 4C, 8H, AC, 10C
Moving Ground 9C, AH, JH, 8D, AS

Swamp Islands

Breakaway 2H, 6S, 8D, 7H, 7D
Remote Control 5S, 9S, JS, 10D, 4C
Trampoline Act AC, JC, 3D, JC, 7H
Runaround 2S, 6S, JH, 4H, KC
Take It With You 5D, 9H, 2D, 5H, KD
Twin Cities AC, 6S, 8S, 2C, JS
Crossover AS, 5D, 3S, JH, AS
Cornered 9D, QD, 4C, 5C, 3H
Peninsula 9H, QH, 5S, JD, AH
Chip Shot 5S, 9C, QS, 7C, 3C

MONSTER TRUCK MADNESS

A game which definitely had potential, this title gets a little tricky on the later levels owing to some annoying glitches which means these level passwords should come in useful!

Beginner

Ruins G**N◀DNK
Junk Yard JYXQ5N21
The Heights M◀0T8QKSL
Voodoo Island P▼3WBTNVRGZ
Greenhill Pass SM6Z▼WQY*JS7Z
Wasteland VY92HZT1XMV▲39▲
Aztec Valley YYC5K2W40PYD6CG▲T

Wasteland VFMZDX20▲HK6▶3F
Aztec Valley YRP2G053DKN9R6*4◀
Alpine Challenge 1FS5J386GNQC*9X723Q

Expert

Ruins GC5JLZ▲D
Junk Yard JG8MZL3F
The Heights MCBP2▶NQ3
Voodoo Island PC▼S5RQT2▲*
Greenhill Pass S▶HV8*TW5DM1▲
Wasteland VWKYBXWZ8GP433Z
Aztec Valley YGY209YJ2G◀C796462
Alpine Challenge 101231M5JLF▲C979S0D
Death Trap 404564P8M▶◀DFC▲CV32KC

Intermediate

Ruins GB7K▲▶07
Junk Yard JJ▲N1LR7
The Heights MFDQ4▶TR6
Voodoo Island PZGT7RW*4BK
Greenhill Pass SNJW▲*ZX7▼H31



64 ScoreZone

MAGAZINE



72

Take your place on the paper podium that is... ScoreZone!

● This issue's ScoreZone ran into a slight technical hitch when our video player went on the blink! Fortunately, a quick trip to the local electrical store, some new leads and a bit of artfully-applied chewing gum put things to rights and we were soon once again wading through the morass of tapes packed with potential winning scores.

This edition of ScoreZone also sees a 64 MAGAZINE first with a previous Ultimate Player taking the award for a second time – a hitherto unheard-of event! The culprit is none other than **Richard Dunn** from **New Leake**, for some *Goldeneye* times which surely can't be beaten. (There's a challenge if we ever heard one!) Richard also sent in a complete set of yet more record *F-Zero X* times, but only succeeded in beating himself! When he last won in Issue 26 we jokingly recommended he try a different game – now we're saying it again, and we mean it! No more *F-Zero X* scores unless someone beats your current times, Richard! And don't forget, if you defy the mighty masters of ScoreZone, we know where you live! Ah hahahahahahaha... sorry.

ENTER THE ZONE!

Follow these easy steps for achieving entry to the 64 MAGAZINE annals of fame:

- Get a top score or time on an N64 game – without cheating!
- Use a camera or a video to record your time

- List all your scores on a sheet of paper along with your name and address

- Send the proof of your prowess to:

64 ScoreZone
64 MAGAZINE
Paragon House
St Peter's Road
Bournemouth, BH1 2JS.

- Include an SAE if you want your photos/videos back

BeetleAdventure Racing

COVENTRY COVE

4:55:06 Matthis ten Ham, The Netherlands
 4:58:78 John Brennan, Bicester
 5:05:50 Gavin Deadman, Biggin Hill
 5:39:64 Paul Nicholls, Coventry
 5:59:57 Mike Hutton, Kingswear

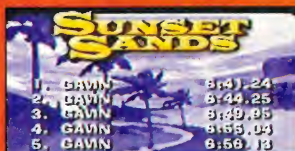
MOUNT MAYHEM

5:07:81 John Brennan, Bicester
 5:13:34 Gavin Deadman, Biggin Hill
 5:20:61 Matthis ten Ham, The Netherlands
 5:56:00 Paul Nicholls, Coventry
 6:40:90 Mike Hutton, Kingswear



SUNSET SANDS

6:29:37 John Brennan, Bicester
 6:41:24 Gavin Deadman, Biggin Hill



8:04:80 Mike Hutton, Kingswear

INFERNO ISLE

7:11:03 Gavin Deadman, Biggin Hill
 7:45:88 John Brennan, Bicester
 7:53:52 Matthis ten Ham, The Netherlands
 9:18:60 Mike Hutton, Kingswear

METRO MADNESS

6:19:76 John Brennan, Bicester
 7:02:33 Matthis ten Ham, The Netherlands
 7:15:92 Gavin Deadman, Biggin Hill
 8:11:20 Mike Hutton, Kingswear

WICKED WOODS

4:54:38 Gavin Deadman, Biggin Hill
 4:56:61 John Brennan, Bicester
 5:04:32 Gregory Holman, Cambridge

Legend Of Zelda

BIGGEST FISH

24 Pounds Harris Shackleton, Halifax
 24 Pounds Matthew Thompson, Cookham
 23 Pounds Leigh Maddox, Cheshunt
 20 Pounds Adam Green, Stoke-On-Trent
 20 Pounds Mark Nicol, Western Australia

MARATHON RACE

1:03 Mark Nicol, Western Australia
 1:06 Matthis ten Ham, The Netherlands
 1:12 Ned Pendleton, Brackley

HORSE RACE

0:46 Mark Nicol, Western Australia
 0:47 Matthis ten Ham, The Netherlands
 0:49 Ned Pendleton, Brackley

HORSEBACK ARCHERY

2000 Mark Nicol, Western Australia
 2000 Matthis ten Ham, The Netherlands
 1190 Ned Pendleton, Brackley

SCARS

ISLAND

0:46:76 Jeffrey Van Der Aa, The Netherlands

SKI

1:04:84 Jeffrey Van Der Aa, The Netherlands

RALLY

0:53:44 Jeffrey Van Der Aa, The Netherlands

CANYON

0:51:12 Jeffrey Van Der Aa, The Netherlands

MOUNTAIN

1:11:44 Jeffrey Van Der Aa, The Netherlands

WATER

0:46:04 Jeffrey Van Der Aa, The Netherlands

PIPE

1:28:52 Jeffrey Van Der Aa, The Netherlands

BLADE

0:59:24 Jeffrey Van Der Aa, The Netherlands

Star Wars: Rogue Squadron

AMBUSH AT MOS EISLEY

00:35 Richard Dunn, New Leake
 01:01 Ben Webster, Millbridge
 01:05 Paul Nicholls, Coventry
 01:22 John Brennan, Bicester
 02:17 Matthew Griggs, Ipswich

RENDEZOUS ON BARKHESH

05:10 Paul Nicholls, Coventry
 05:19 Richard Dunn, New Leake
 05:19 John Brennan, Bicester

THE SEARCH FOR THE NONNAH

03:31 Richard Dunn, New Leake
 04:30 John Brennan, Bicester
 04:36 Paul Nicholls, Coventry

THE JADE MOON

01:02 Richard Dunn, New Leake
 01:36 Paul Nicholls, Coventry
 01:50 Ben Webster, Millbridge
 02:45 John Brennan, Bicester

DEFECTION AT CORELLIA

09:09 John Brennan, Bicester

THE LIBERATION OF GERRARD V

04:04 Richard Dunn, New Leake
 04:39 John Brennan, Bicester

IMPERIAL CONSTRUCTION YARDS

01:51 Richard Dunn, New Leake
 02:27 John Brennan, Bicester

ASSAULT ON KILE II

01:55 Richard Dunn, New Leake

RESCUE ON KESSEL

0:24 Richard Dunn, New Leake
 0:34 John Brennan, Bicester
 0:37 Paul Nicholls, Coventry
 0:41 Oliver Lonsdale, West Bridgeford

PRISONS OF KESSEL

07:36 Richard Dunn, New Leake
 09:01 John Brennan, Bicester

BATTLE ABOVE TALORAAN

02:02 Danny Dunn, New Leake
 06:18 John Brennan, Bicester

ESCAPE FROM FIST

06:21 John Brennan, Bicester

BLOCKADE ON CHANDRILA

05:11 John Brennan, Bicester
 05:25 Richard Dunn, New Leake

RAID ON SULLUST

01:43 Richard Dunn, New Leake

MOFF SEERDON'S REVENGE

04:08 John Brennan, Bicester
 05:50 Paul Nicholls, Coventry

THE BATTLE OF CALAMARI

02:37 Richard Dunn, New Leake

BATTLE OF HOTI

03:18 Danny Dunn, New Leake

THE DEATHSTAR TRENCH RUN

01:54 Richard Dunn, New Leake
 01:58 Ben Webster, Millbridge
 02:16 John Brennan, Bicester

Top Gear Rally

COASTLINE

02:25:83 Gavin Deadman, Biggin Hill
 02:34:75 Chris La Rosa, Hundelton
 02:37:07 Chris Dunn, New Leake
 02:39:50 Kristoffer Thorbjornsen, Scotland
 03:40:42 Jason Larosa, Pembroke

STRIP MINE

02:02:00 Andrew Wetherell, Sandhurst
 02:04:20 Chris La Rosa, Hundelton
 02:43:03 Chris Dunn, New Leake
 02:52:79 Jason Larosa, Pembroke
 02:59:43 Jan-Erik Spangberg, Sweden



JUNGLE

03:24:50 Gavin Deadman, Biggin Hill
 03:29:74 Chris La Rosa, Hundelton
 04:15:73 Chris Dunn, New Leake
 05:10:74 Jason Larosa, Pembroke
 05:42:02 Andy Green, Kent

MOUNTAIN

03:59:70 Gavin Deadman, Biggin Hill
 04:11:05 Chris La Rosa, Hundelton
 04:52:82 Chris Dunn, New Leake
 06:13:83 Andy Green, Kent
 06:29:16 Kuljit S Athwal, Dundee

DESERT

03:53:54 Gavin Deadman, Biggin Hill
 04:02:57 Chris La Rosa, Hundelton
 04:45:18 Chris Dunn, New Leake
 05:56:59 Andy Green, Kent
 06:05:43 Kuljit S Athwal, Dundee

Banjo-Kazooie

SPIRAL MOUNTAIN

0:02:25 Niall Hickey, County Waterford

MUMBO'S MOUNTAIN

0:05:28 Kevin Seeneey, Bury St Edmunds
0:06:30 Danny Dunn, New Leake
0:06:40 Jan-Erik Spangberg, Sweden
0:08:17 Niall Hickey, County Waterford
0:08:18 Jon Quarrie, Stapleford

TREASURE TROVE COVE

0:10:50 Jan-Erik Spangberg, Sweden
0:11:06 Richard Dunn, Boston
0:12:01 Niall Hickey, County Waterford
0:12:21 Kevin Seeneey, Bury St Edmunds
0:17:07 Jon Quarrie, Stapleford

MAD MONSTER MANSION

0:14:15 Jan-Erik Spangberg, Sweden
0:15:48 Kevin Seeneey, Bury St Edmunds
0:18:16 Niall Hickey, County Waterford
0:26:09 Ingvar Gunnarsson, Iceland

BUBBLELOOP SWAMP

0:15:02 Kevin Seeneey, Bury St Edmunds
0:15:10 Jan-Erik Spangberg, Sweden
0:18:07 Niall Hickey, County Waterford
0:21:01 Richard Dunn, Boston
0:28:04 Ingvar Gunnarsson, Iceland

CLANKER'S CAVERN

0:08:47 Kevin Seeneey, Bury St Edmunds
0:11:36 Niall Hickey, County Waterford
0:12:21 Jan-Erik Spangberg, Sweden
0:13:49 Richard Dunn, Boston

0:19:52

Ingvar Gunnarsson, Iceland

CLICK CLOCK WOOD

0:32:25 Jan-Erik Spangberg, Sweden
0:42:05 Niall Hickey, County Waterford
0:43:46 Kevin Seeneey, Bury St Edmunds

RUSTY BUCKET BAY

0:13:30 Kevin Seeneey, Bury St Edmunds
0:16:14 Jan-Erik Spangberg, Sweden
0:16:47 Niall Hickey, County Waterford
0:28:38 Ingvar Gunnarsson, Iceland

FREEZEZY PEAK

0:13:34 Kevin Seeneey, Bury St Edmunds
0:15:25 Jan-Erik Spangberg, Sweden
0:19:40 Richard Dunn, Boston
0:22:41 Niall Hickey, County Waterford
0:30:51 Ingvar Gunnarsson, Iceland

Gobi's Valley

0:14:44 Kevin Seeneey, Bury St Edmunds
0:15:58 Jan-Erik Spangberg, Sweden
0:16:44 Niall Hickey, County Waterford
0:33:23 John Brennan, Bicester
0:33:25 Iain Russell, Newbury

GRUNTILDA'S LAIR

1:14:30 Niall Hickey, County Waterford
8:06:56 Gautam Rishi, Gerrards Cross

100 JIGGIES, 900 NOTES

2:46:17 Kevin Seeneey, Bury St Edmunds
2:53:54 Jan-Erik Spangberg, Sweden
3:38:52 Mark Nicol, Western Australia
4:46:00 Ingvar Gunnarsson, Iceland

Turok Training Level

TUROK TRAINING LEVEL

2:12 Michael Williams, Exeter
2:20 Richard Dunn, New Leake
2:44 Ben Webster, Liversedge
2:53 Alan Owen, Chelmsford
2:58 Ingvar Gunnarsson, Iceland

Chameleon Twist

JUNGLE LAND

03:15 Robert Gallagher, Southampton
03:25 Zack King, Surrey
04:50 Jeffrey Van Der Aa, The Netherlands

ANT LAND

09:27 Robert Gallagher, Southampton

F-1 WGP Fastest Laps

ALBERT PARK, AUSTRALIA

0:35:08 Sam Doyle, Glossop
0:41:68 Chris Dunn, New Leake
0:53:05 Neil Jarman, Cottingham
0:53:09 Jan-Erik Spangberg, Sweden
1:03:61 William Steed, Greenhithe

INTERLAGOS, BRAZIL

0:39:24 Chris Dunn, New Leake
0:46:65 Neil Jarman, Cottingham
0:47:40 Jan-Erik Spangberg, Sweden
1:00:52 Kristoffer Thorbjornsen, Kirkcaldy
1:01:69 Alan Dundas, Arbroath

BUENOS AIRES, ARGENTINA

0:38:63 Chris Dunn, New Leake
0:46:75 Jan-Erik Spangberg, Sweden
0:48:25 Neil Jarman, Cottingham
1:05:06 Kristoffer Thorbjornsen, Kirkcaldy
1:05:26 Alan Dundas, Arbroath

IMOLA, SAN MARINO

0:43:72 Chris Dunn, New Leake
0:55:05 Neil Jarman, Cottingham
0:57:37 Jan-Erik Spangberg, Sweden
1:06:96 Kristoffer Thorbjornsen, Kirkcaldy
1:08:40 Alan Dundas, Arbroath

MONT CARLO, MONACO

0:42:68 Chris Dunn, New Leake
0:51:03 Neil Jarman, Cottingham
0:51:69 Jan-Erik Spangberg, Sweden
1:00:68 Sean Devereux-Cooke, Witham
1:00:89 Alan Dundas, Arbroath

BARCELONA, SPAIN

0:47:79 Chris Dunn, New Leake
0:51:61 Jan-Erik Spangberg, Sweden
0:58:04 Neil Jarman, Cottingham
1:08:08 Kristoffer Thorbjornsen, Kirkcaldy
1:09:19 Alan Dundas, Arbroath

MONTREAL, CANADA

0:37:80 Chris Dunn, New Leake
0:45:47 Neil Jarman, Cottingham
0:45:48 Andy Green, Sittingbourne
0:48:69 Jan-Erik Spangberg, Sweden
0:58:89 Alan Dundas, Arbroath

MAGNY-COURS, FRANCE

0:34:54 Chris Dunn, New Leake
0:45:51 Andy Green, Sittingbourne
0:46:81 Jan-Erik Spangberg, Sweden
0:48:53 Neil Jarman, Cottingham
0:58:53 Alan Dundas, Arbroath

SILVERSTONE, GREAT BRITAIN

0:39:19 Chris Dunn, New Leake
0:49:64 Jan-Erik Spangberg, Sweden
0:54:35 Neil Jarman, Cottingham
1:01:25 Alan Dundas, Arbroath
1:01:92 Matthis ten Ham, The Netherlands

HOCKENHEIM, GERMANY

0:43:48 Sam Doyle, Glossop
0:46:12 Chris Dunn, New Leake
0:48:92 Andy Green, Sittingbourne
1:02:45 Neil Jarman, Cottingham
1:03:54 Jan-Erik Spangberg, Sweden

HUNGARORING, HUNGARY

0:44:12 Chris Dunn, New Leake
0:45:29 Jan-Erik Spangberg, Sweden
0:46:67 Neil Jarman, Cottingham
0:48:64 Andy Green, Sittingbourne
1:00:84 Chris Devereux-Cooke, Witham

SPA-FRANCORCHAMPS, BELGIUM

1:03:82 Chris Dunn, New Leake
1:12:35 Sam Doyle, Glossop
1:13:25 Andy Green, Sittingbourne
1:13:63 Jan-Erik Spangberg, Sweden
1:24:66 Kristoffer Thorbjornsen, Kirkcaldy

MONZA, ITALY

0:44:00 Chris Dunn, New Leake
0:48:03 Andy Green, Sittingbourne
0:52:77 Neil Jarman, Cottingham
0:53:36 Jan-Erik Spangberg, Sweden
1:04:40 Alan Dundas, Arbroath

A1-RING, AUSTRIA

0:41:04 Chris Dunn, New Leake
0:43:28 Jan-Erik Spangberg, Sweden
0:49:16 Neil Jarman, Cottingham
0:55:93 Matthis ten Ham, The Netherlands
0:56:84 Alan Dundas, Arbroath

NURBURGRING, LUXEMBOURG

0:43:55 Chris Dunn, New Leake
0:47:77 Jan-Erik Spangberg, Sweden
0:49:37 Neil Jarman, Cottingham
1:02:20 Jon Quarrie, Stapleford
1:02:95 Sean Devereux-Cooke, Witham

SUZUKA, JAPAN

0:57:52 Richard Stout, Salford
0:58:32 Chris Dunn, New Leake
1:02:42 Andy Green, Sittingbourne
1:03:18 Jan-Erik Spangberg, Sweden
1:04:25 Neil Jarman, Cottingham

JEREZ, EUROPE

0:48:09 Chris Dunn, New Leake
0:50:20 Jan-Erik Spangberg, Sweden
0:54:40 Neil Jarman, Cottingham
1:05:44 Alan Dundas, Arbroath
1:05:58 Jon Quarrie, Stapleford

BONUS TRACK

0:34:74 Chris Dunn, New Leake
0:38:71 Andy Green, Sittingbourne
0:45:48 Alan Dundas, Arbroath
0:46:08 Chris Devereux-Cooke, Witham
0:48:73 Jon Quarrie, Stapleford

GoldenEye

FACILITY - 00 LEVEL!

0:56 Richard Dunn, New Leake
1:00 Magnus Smith, Burra Isle
1:07 Matthew Stevenson, Bournemouth
1:08 Stephen Hill, Maidstone
1:10 Matthis ten Ham, The Netherlands

BYELOMORYE DAM

0:56 James Hurst, Surrey
0:56 Matthis ten Ham, The Netherlands
0:56 Richard Lovelock, Newbury
0:56 Jon Burrows, Queensland
0:57 Zack King, Surrey

FACILITY

0:45 Richard Dunn, New Leake
0:52 Magnus Smith, Burra Isle
0:54 Matthis ten Ham, The Netherlands
0:55 Matthew Stevenson, Bournemouth
0:56 Stephen Hill, Maidstone

RUNWAY

0:24 Michael Williams, Exeter
0:24 Jon Burrows, Queensland
0:25 Mike Geisler, Australia
0:25 Matthis ten Ham, The Netherlands
0:25 Sam Doyle, Glossop

SURFACE 1

1:01 Magnus Smith, Burra Isle
1:07 Danny Dunn, New Leake
1:09 Matthis ten Ham, The Netherlands
1:11 Matthew Stevenson, Bournemouth
1:12 Antonio Debs, Tripoli

BUNKER 1

0:20 Matthis ten Ham, The Netherlands
0:21 Andrew Joles, Weston-Super-Mare
0:21 Jon Burrows, Queensland
0:22 Tammy Harris, Birmingham
0:22 Antonio Debs, Tripoli

LAUNCH SILO

1:12 Richard Dunn, New Leake
1:22 Matthis ten Ham, The Netherlands
1:26 Michael Williams, Exeter
1:26 Sam Doyle, Glossop
1:26 Jon Burrows, Queensland

FRIGATE

0:25 Magnus Smith, Burra Isle
0:30 Jon Burrows, Queensland
0:31 Matthis ten Ham, The Netherlands
0:33 Stephen Hill, Maidstone
0:34 Adam Tucker, Great Yarmouth

SURFACE 2

0:57 Danny Dunn, New Leake
0:57 Sam Doyle, Glossop
0:57 Matthis ten Ham, The Netherlands
0:57 Jon Burrows, Queensland
0:58 Paul Nicholls, Coventry

BUNKER 2

0:26 Danny Dunn, New Leake
0:29 Richard Dunn, New Leake
0:31 Michael Williams, Exeter
0:31 Andrew Joles, Weston-Super-Mare
0:31 Jon Burrows, Queensland

STATUE PARK

2:37 Matthis ten Ham, The Netherlands
2:38 Danny Dunn, New Leake

2:39 Raymond Burton, Stocksbridge

2:39 Neil Friedman, Whitefield

2:39 Jon Burrows, Queensland

MILITARY ARCHIVES

0:18 Richard Dunn, New Leake
0:20 Matthew Stevenson, Bournemouth
0:20 Matthis ten Ham, The Netherlands
0:20 Jon Burrows, Queensland
0:21 Michael Williams, Exeter

STREETS

1:14 Danny Dunn, New Leake
1:17 Matthis ten Ham, The Netherlands
1:17 Andrew Joles, Weston-Super-Mare
1:18 Jon Quarrie, Stapleford
1:18 Antonio Debs, Tripoli

DEPOT

0:24 Richard Dunn, New Leake
0:29 Matthis ten Ham, The Netherlands
0:30 Sam Doyle, Glossop
0:30 Jon Burrows, Queensland
0:31 Michael Williams, Exeter

TRAIN

1:26 Matthis ten Ham, The Netherlands
1:32 Richard Dunn, New Leake
1:34 Sam Doyle, Glossop
1:34 Stephen Hill, Maidstone
1:37 David Hetherington, Coventry

JUNGLE

1:07 Matthis ten Ham, The Netherlands
1:10 Richard Dunn, New Leake
1:14 Sam Doyle, Glossop
1:16 Andrew Joles, Weston-Super-Mare
1:17 Jon Burrows, Queensland

CONTROL CENTRE

3:52 Richard Dunn, New Leake
4:23 Matthis ten Ham, The Netherlands
4:32 Andrew Joles, Weston-Super-Mare
4:42 Karl Watt, Shetland
4:49 Jon Quarrie, Stapleford

WATER CAVERNS

1:06 Matthis ten Ham, The Netherlands
1:08 Danny Dunn, New Leake
1:08 Jon Burrows, Queensland
1:09 Jon Quarrie, Stapleford
1:09 Andrew Joles, Weston-Super-Mare

CRADLE

0:42 Matthis ten Ham, The Netherlands
0:47 Andrew Joles, Weston-Super-Mare
0:49 Richard Dunn, New Leake
0:51 Jon Burrows, Queensland
0:51 Tammy Harris, Birmingham

AZTEC COMPLEX

2:07 Richard Dunn, New Leake
3:08 Sam Doyle, Glossop
3:11 Andrew Joles, Weston-Super-Mare
3:14 Magnus Smith, Burra Isle
3:15 Karl Watt, Shetland

EGYPTIAN TEMPLE

0:56 Matthis ten Ham, The Netherlands
0:56 Jon Burrows, Queensland
1:00 Andrew Joles, Weston-Super-Mare
1:01 Michael Williams, Exeter
1:02 Adam Tucker, Great Yarmouth

Mario Party

SHY GUY FLY

0:09:72 Daniel Hooley, Breaston
0:09:12 Rachael Verel, Fulwood

SLOT CAR DERBY 2

0:34:20 Anthony Hooley, Breaston

MICRO MACHINES

Time Trial: The Main Course
00:16:66 Chris Cox, Cambridge

TIME TRIAL: BREAKFAST AT CHERRY'S

00:24:33 Chris Cox, Cambridge

TIME TRIAL: SWERVE SHOT

00:12:42 Chris Cox, Cambridge



Vigilante 8

SURVIVAL MODE

84:02 115 kills Ben Andrew, St Ives
71:55 121 kills Paul Nicholls, Coventry
47:56 69 kills Alex Cadby, Weston-Super-Mare

Mischief Makers

49 yellow gems James Ryland, Australia

47 yellow gems Robert Gallagher, Southampton

Space Station: Silicon Valley

WALRACE 64

0:44 Matthis ten Ham, The Netherlands

GIVE A DOG A BONUS

2:10 Matthis ten Ham, The Netherlands

EVO'S ESCAPE

18:00 Matthis ten Ham, The Netherlands

PUNCH UP PYRAMID

4 rounds Matthis ten Ham, The Netherlands

Mario 64

2088 coins Ingvar Gunnarsson, Iceland

Extreme G

CITY 1
2:02:98 Jon Burrows, Queensland
2:03:91 Sam Doyle, Glossop
2:05:81 Michael Williams, Exeter
2:08:73 Joe Young, Bickerton
2:09:65 Karl Watt, Shetland

CITY 2
3:07:66 Jon Burrows, Queensland

CITY 3
1:58:36 Jon Burrows, Queensland

DESERT 1
2:00:95 Jon Burrows, Queensland
2:02:88 Michael Williams, Exeter

DESERT 2
1:54:70 Jon Burrows, Queensland

DESERT 3
2:27:18 Jon Burrows, Queensland

SPACE STATION 1
2:06:30 Jon Burrows, Queensland

SPACE STATION 2
2:15:95 Jon Burrows, Queensland

SPACE STATION 3
2:49:41 Jon Burrows, Queensland

Fighter's Destiny

RECORD ATTACK: FASTEST
0:20:60 Gavin Deadman, Biggin Hill
0:20:91 Ben Atkinson, Newcastle-Upon-Tyne
0:33:82 Jan-Erik Spangberg, Sweden

RECORD ATTACK: RODEO
6:58:30 Nicholas Davies, Longfield
5:26:35 Jon Quarrie, Stapleford
2:55:24 Paul Culshaw, Welwyn Garden City
2:18:74 Keith Cooper, Edgbaston
2:17:29 Jeffrey Van Der Aa, Beringe, Netherlands

RECORD ATTACK: SURVIVAL
229 wins Russell Murray, Bournemouth
101 wins Gavin Deadman, Biggin Hill
93 wins Nicholas Davies, Longfield
63 wins Paul Culshaw, Welwyn Garden City
47 wins Martin Thom, Hook

Yoshi's Story

37424 Danny Dunn, New Leake
37081 Anthony Hooley, Breaston
35998 Richard Dunn, Boston
35460 Bonny Qvistoff, Copenhagen
33234 Steven Dijkerman, The Netherlands

BEAT Ranking
NO. 1 17081 ANT
NO. 2 16079 ANT
NO. 3 18108 ANT
NO. 4 17801 DCF
NO. 5 13101 DAN

1080° Snowboarding

HALF PIPE TRICK ATTACK
111339 Chris Webb, Abbeydale
110389 Alan Dundas, Arbroath
99226 Sarah Bishop, New Barnet
85852 Tim Smith, Prestatyn
85058 James Morris, Wolverhampton

CRYSTAL LAKE TRICK ATTACK
111399 Chris Webb, Abbeydale
90417 Ryan Stevenson, Aberystwyth
71672 Danny Dunn, New Leake
65542 Kevin Seeneey, Bury St Edmunds
50441 Josh Bilton, Chipperfield

CRYSTAL PEAK TRICK ATTACK
110724 Chris Webb, Abbeydale
89063 Ryan Stevenson, Aberystwyth
71288 Danny Dunn, New Leake
66532 Kevin Seeneey, Bury St Edmunds
63361 Chris Atkins, Walkington

WEB
110724 Chris Webb, Abbeydale
89063 Ryan Stevenson, Aberystwyth
71288 Danny Dunn, New Leake
66532 Kevin Seeneey, Bury St Edmunds
63361 Chris Atkins, Walkington

GOLDEN FOREST TRICK ATTACK
76876 Ryan Stevenson, Aberystwyth
74732 Danny Dunn, New Leake
59078 Alan Dundas, Arbroath
49156 Chris Johnson, Sutton Coldfield
46918 Kevin Seeneey, Bury St Edmunds

MOUNTAIN VILLAGE TRICK ATTACK
135769 Chris Webb, Abbeydale
132313 Adam Charlton, Huntingdon
103773 Ryan Stevenson, Aberystwyth
84669 Danny Dunn, New Leake
77354 Kevin Seeneey, Bury St Edmunds

DEADLY FALL TRICK ATTACK
224498 Chris Webb, Abbeydale
133069 Ross Toad, Arbroath
124286 Ryan Stevenson, Aberystwyth
89378 Josh Bilton, Chipperfield
81931 Danny Dunn, New Leake

DRAGON CAVE TRICK ATTACK
114996 Chris Webb, Abbeydale
84856 Ryan Stevenson, Aberystwyth
84653 Richard Dunn, New Leake
62966 Kevin Seeneey, Bury St Edmunds
51914 Josh Bilton, Chipperfield

CRYSTAL LAKE RACE
1:02:73 Danny Dunn, New Leake
1:03:06 Magnus Smith, Burra Isle
1:03:29 Chris Atkins, Walkington
1:03:29 Jan-Erik Spangberg, Sweden
1:03:36 Chris Johnson, Sutton Coldfield

CRYSTAL PEAK RACE
1:27:21 Danny Dunn, New Leake
1:28:40 Magnus Smith, Burra Isle
1:28:57 Jan-Erik Spangberg, Sweden
1:28:73 Ryan Stevenson, Aberystwyth
1:28:96 Chris Johnson, Sutton Coldfield

GOLDEN FOREST RACE
1:19:82 Danny Dunn, New Leake
1:20:12 Jan-Erik Spangberg, Sweden
1:20:52 Magnus Smith, Burra Isle
1:21:10 Chris Atkins, Walkington
1:22:89 Caleb Barnes, Yeovil

DRAGON CAVE RACE
1:25:76 Danny Dunn, New Leake
1:27:25 Magnus Smith, Burra Isle
1:28:70 Chris Atkins, Walkington
1:29:33 Jan-Erik Spangberg, Sweden
1:29:66 Chris Johnson, Sutton Coldfield

WEB
110724 Chris Webb, Abbeydale
89063 Ryan Stevenson, Aberystwyth
71288 Danny Dunn, New Leake
66532 Kevin Seeneey, Bury St Edmunds
63361 Chris Atkins, Walkington

MOUNTAIN VILLAGE RACE
1:30:15 Danny Dunn, New Leake
1:30:51 Adam Charlton, Huntingdon
1:31:14 Chris Atkins, Walkington
1:31:64 Jan-Erik Spangberg, Sweden
1:32:00 Magnus Smith, Burra Isle

DEADLY FALL RACE
1:08:21 Danny Dunn, New Leake
1:08:44 Magnus Smith, Burra Isle
1:09:63 Chris Johnson, Sutton Coldfield
1:09:69 Caleb Barnes, Yeovil
1:09:76 Ryan Stevenson, Aberystwyth

BEST CONTEST SCORE
214377 Danny Dunn, New Leake
186274 Ryan Stevenson, Aberystwyth
159195 Edward Nugent, Reading
146907 Chris Atkins, Walkington
131051 Steven Dijkerman, The Netherlands

F-Zero X

MUTE CITY
1:14:764 Richard Dunn, New Leake
1:18:608 John Brennan, Bicester
1:18:578 Richard Mardell, Highambury
1:25:393 Kevin Seeneey, Bury St Edmunds
1:27:885 Jeffrey Van Der Aa, The Netherlands

SILENCE
1:05:357 Richard Dunn, New Leake
1:12:263 James Eyre, Donington Le Heath
1:12:483 John Brennan, Bicester
1:13:401 Kevin Seeneey, Bury St Edmunds
1:14:432 Jeffrey Van Der Aa, The Netherlands

SAND OCEAN
1:04:106 Richard Dunn, New Leake
1:08:518 John Brennan, Bicester
1:16:836 Jeffrey Van Der Aa, The Netherlands
1:17:610 Richard Mardell, Highambury
1:20:401 Ned Pendleton, Brackley

DEVIL'S FOREST
1:12:321 Richard Dunn, New Leake
1:18:305 John Brennan, Bicester
1:19:718 Richard Mardell, Highambury
1:23:068 Jeffrey Van Der Aa, The Netherlands
1:29:208 Ned Pendleton, Brackley

BIG BLUE
1:22:983 Richard Dunn, New Leake
1:29:318 John Brennan, Bicester
1:38:695 Ned Pendleton, Brackley
1:43:057 Valtter Lindgren, Sweden
1:43:191 Jeffrey Van Der Aa, The Netherlands

PORT TOWN
1:26:553 Richard Dunn, New Leake
1:27:346 John Brennan, Bicester
1:35:030 Richard Mardell, Highambury
1:37:298 Valtter Lindgren, Sweden
1:42:001 Ned Pendleton, Brackley

SECTOR ALPHA
1:11:875 Richard Dunn, New Leake
1:15:561 John Brennan, Bicester
1:18:265 Richard Mardell, Highambury
1:24:478 Jeffrey Van Der Aa, The Netherlands
1:27:483 James Eyre, Donington Le Heath

RED CANYON
1:13:313 Richard Dunn, New Leake
1:18:100 John Brennan, Bicester
1:19:755 Neil Friedman, Whitefield
1:20:080 Richard Mardell, Highambury
1:21:820 Valtter Lindgren, Sweden

DEVIL'S FOREST 2
1:15:319 Richard Dunn, New Leake
1:19:348 John Brennan, Bicester
1:28:558 Valtter Lindgren, Sweden
1:30:729 Jon Quarrie, Stapleford
1:31:714 Ned Pendleton, Brackley

MUTE CITY 2
1:06:274 Richard Dunn, New Leake
1:14:024 Richard Mardell, Highambury
1:15:308 John Brennan, Bicester
1:21:892 Jeffrey Van Der Aa, The Netherlands
1:23:912 Valtter Lindgren, Sweden

BIG BLUE 2
1:03:132 Richard Dunn, New Leake
1:07:047 John Brennan, Bicester
1:09:395 Neil Friedman, Whitefield
1:09:891 Jeffrey Van Der Aa, The Netherlands
1:13:007 Jon Quarrie, Stapleford

WHITE LAND
1:26:437 Richard Dunn, New Leake
1:32:414 John Brennan, Bicester
1:41:502 Jeffrey Van Der Aa, The Netherlands
1:47:591 Jon Quarrie, Stapleford
1:48:374 Valtter Lindgren, Sweden

FIRE FIELD
1:12:820 Richard Dunn, New Leake
1:18:032 John Brennan, Bicester

1:25:173 Valtter Lindgren, Sweden
1:26:497 Neil Friedman, Whitefield
1:30:000 Jeffrey Van Der Aa, The Netherlands

SILENCE 2
1:29:615 Richard Dunn, New Leake
1:35:995 John Brennan, Bicester
1:41:278 Jeffrey Van Der Aa, The Netherlands
1:44:166 Richard Mardell, Highambury
1:48:993 Valtter Lindgren, Sweden

SECTOR BETA
1:31:773 Richard Dunn, New Leake
1:39:107 John Brennan, Bicester
1:52:794 Valtter Lindgren, Sweden
1:54:929 Jeffrey Van Der Aa, The Netherlands
1:56:064 Ned Pendleton, Brackley

RED CANYON 2
1:26:876 Richard Dunn, New Leake
1:36:998 John Brennan, Bicester
1:47:876 Jeffrey Van Der Aa, The Netherlands
1:49:232 James Eyre, Donington Le Heath
1:54:124 Valtter Lindgren, Sweden

WHITE LAND 2
1:07:148 Richard Dunn, New Leake
1:12:474 John Brennan, Bicester
1:15:553 Jeffrey Van Der Aa, The Netherlands
1:17:777 Ned Pendleton, Brackley
1:18:559 Richard Mardell, Highambury

MUTE CITY 3
1:28:805 Richard Dunn, New Leake
1:34:646 John Brennan, Bicester
1:50:252 Neil Friedman, Whitefield
1:50:495 Jeffrey Van Der Aa, The Netherlands
1:53:413 Ned Pendleton, Brackley

RAINBOW ROAD
1:57:525 Richard Dunn, New Leake
2:05:18 John Brennan, Bicester
2:23:351 Jeffrey Van Der Aa, The Netherlands
2:24:457 Richard Mardell, Highambury
2:30:15 Valtter Lindgren, Sweden

DEVIL'S FOREST 3
1:14:348 Richard Dunn, New Leake
1:19:894 Richard Mardell, Highambury
1:20:437 John Brennan, Bicester
1:24:273 James Eyre, Donington Le Heath
1:25:460 Jeffrey Van Der Aa, The Netherlands

SPACE PLANT
1:48:750 Richard Dunn, New Leake
1:57:356 John Brennan, Bicester
2:12:010 Valtter Lindgren, Sweden
2:13:827 Jeffrey Van Der Aa, The Netherlands
2:19:347 Charles Nuttall, Oldham

SAND OCEAN 2
1:31:967 Richard Dunn, New Leake
1:36:747 John Brennan, Bicester
1:43:939 James Eyre, Donington Le Heath
1:44:200 Jeffrey Van Der Aa, The Netherlands
1:47:280 Valtter Lindgren, Sweden

PORT TOWN 2
1:46:127 Richard Dunn, New Leake
1:47:396 Jon Quarrie, Stapleford
1:54:904 John Brennan, Bicester
1:57:346 Richard Mardell, Highambury
2:02:607 Jeffrey Van Der Aa, The Netherlands

BIG HAND
2:09:511 Richard Dunn, New Leake
2:17:050 John Brennan, Bicester
2:33:121 Neil Friedman, Whitefield
2:34:353 Richard Mardell, Highambury
2:37:497 Valtter Lindgren, Sweden

DEATH RACE MODE
0:21:643 Magnus Smith, Burra Isle
0:27:692 Richard Dunn, New Leake
0:43:025 Kevin Olding, Muscliffe
0:46:962 Neil Friedman, Whitefield
0:58:20 Nick Newton, Roath

WWF Warzone

FASTEST WIN
0:24 Jon Burrows, Queensland
0:32 Greg Holman, Cambridge

Blast Corps

DIAMOND SANDS
1:58:0 Mark Nicol, Western Australia
2:53:6 Luke Sutton, Australia

OYSTER HARBOUR
2:55:5 Mark Nicol, Western Australia

SIMIAN ACRES
0:14:5 Mark Nicol, Western Australia

MOON
2:23:0 Mark Nicol, Western Australia

VENUS
2:21:5 Luke Sutton, Australia

Tetrisphere

RESCUE
145032800 Jay Scott, Fort-William
107614300 John Lambregts, The Netherlands
82047300 Gavin Brennan, Claremorris
78621700 Barbet Koolmees, Holland
38034300 Zack King, Surrey

SCORE
JAY 195 032 800
BAILEY 35 000 000
GOND 20 000 000
JAY 11 798 800
BRYAN 10 000 000

PUZZLE
4:44 Gavin Brennan, Claremorris

Cruis'n USA

GRAND CANYON
1:37:60 Paul Murray, Trneme

Mario Kart 64

LUIGI RACEWAY

00:49:64 Richard Dunn, New Leake
01:10:98 Jeffrey Van Der Aa, The Netherlands
01:19:91 Alan Dundas, Arbroath
01:20:14 Charles Nuttall, Oldham
01:21:94 Arthur van Dalen, Netherlands

MOO MOO FARM

01:20:51 James Allsopp, Alveston
01:21:45 Alan Dundas, Arbroath
01:21:71 James Eyre, Coalville
01:21:80 Mick Smith, Worcester
01:22:28 Jamie Eccles, California

KOOPA TROOPA BEACH

01:27:81 Alan Dundas, Arbroath
01:27:99 Ross Toad, Arbroath
01:28:56 Mick Smith, Worcester
01:28:83 Jamie Eccles, California
01:29:27 Edward Peszewski, California, USA

FRAPPE SNOWLAND

00:25:34 Arthur van Dalen, Netherlands
00:27:45 Alan Pierce, Salisbury
00:27:72 Rob Pierce, Salisbury
00:29:57 Danny Dunn, New Leake
00:31:64 Kevin Seeneey, Bury St Edmunds

MARIO RACEWAY

00:54:01 Taty Luostarinen, Finland
00:58:30 Mick Smith, Worcester
01:02:65 Rob Pierce, Salisbury
01:04:42 Richard Dunn, New Leake
01:04:37 Aaron Norris, Western Australia

WARIO STADIUM

00:19:68 Aaron Norris, Western Australia
00:21:22 Richard Dunn, New Leake
00:22:03 Rob Pierce, Salisbury
00:22:17 Danny Dunn, New Leake
00:23:14 Stacy Needham, Bicester

CHOCO MOUNTAIN

01:00:56 Richard Dunn, New Leake
01:29:94 Jeffrey Van Der Aa, The Netherlands
01:32:06 James Allsopp, Alveston
01:37:87 Aaron Norris, Western Australia
01:40:71 Rob Pierce, Salisbury

ROYAL RACEWAY

01:57:53 Mick Smith, Worcester
02:07:54 Rob Pierce, Salisbury
02:10:06 Danny Dunn, New Leake
02:10:66 Matthys ten Ham, The Netherlands
02:18:70 Kevin Seeneey, Bury St Edmunds

KALAMARI DESERT

01:29:45 James Eyre, Donington Le Heath
01:37:22 Alan Dundas, Arbroath
01:40:92 Charles Nuttall, Oldham
02:07:94 John Brennan, Bicester
02:09:38 Danny Dunn, New Leake

YOSHI VALLEY

00:34:83 Stacy Needham, Bicester
00:34:88 Aaron Norris, Western Australia
00:35:19 Danny Dunn, New Leake
01:05:34 Matthys ten Ham, The Netherlands
01:32:73 Rob Pierce, Salisbury

RAINBOW ROAD

04:07:89 Jamie Eccles, California
04:15:95 Alan Dundas, Arbroath
04:18:57 Charles Nuttall, Oldham
04:40:18 Rob Pierce, Salisbury
04:53:52 Danny Dunn, New Leake

BANSHEE BOARDWALK

01:47:28 Arthur Van Dalen, The Netherlands
02:02:06 Alan Dundas, Arbroath
02:04:64 Charles Nuttall, Oldham
02:08:77 Rob Pierce, Salisbury
02:15:97 John Lambregts, The Netherlands

DONKEY KONG'S JUNGLE PARKWAY

00:29:03 Aaron Norris, Western Australia
00:31:94 Danny Dunn, New Leake
00:35:01 Rob Pierce, Salisbury
00:46:29 Richard Dunn, New Leake
00:56:32 Kevin Seeneey, Bury St Edmunds

SHERBERT LAND

01:51:69 James Eyre, Donington Le Heath
01:53:24 Alan Dundas, Arbroath
01:54:32 Jamie Eccles, California
01:55:55 Charles Nuttall, Oldham
01:56:23 Mick Smith, Worcester

BOWSER'S CASTLE

02:04:44 Kenneth Dundas, Arbroath
02:05:77 Jamie Eccles, California
02:09:91 Charles Nuttall, Oldham
02:10:44 James Eyre, Donington Le Heath
02:17:40 Richard Dunn, New Leake

TOAD TURNPIKE

01:46:63 James Allsopp, Alveston
01:47:19 Alan Dundas, Arbroath
01:57:79 Danny Dunn, New Leake
01:58:25 Stacy Needham, Bicester
02:05:37 Aaron Norris, Western Australia

Quake 64

MAP 1: THE SLIPGATE COMPLEX

0:30 Michael Williams, Exeter
0:30 Raymond Burton, Stockbridge
0:30 Jon Quarrie, Stapleford
0:30 Kevin Seeneey, Bury St Edmunds
0:31 Karl Watt, Shetland

MAP 2: CASTLE OF THE DAMNED

0:28 John Brennan, Bicester
0:38 Jon Quarrie, Stapleford
0:40 Karl Watt, Shetland
0:43 Michael Williams, Exeter
0:44 Raymond Burton, Stockbridge

MAP 3: THE NECROPOLIS

1:05 John Brennan, Bicester
1:11 Karl Watt, Shetland
1:12 Jon Quarrie, Stapleford
1:14 Michael Williams, Exeter
1:14 Raymond Burton, Stockbridge

MAP 4: GLOOM KEEP

0:37 John Brennan, Bicester
0:46 Jon Quarrie, Stapleford
0:55 Karl Watt, Shetland
0:56 Raymond Burton, Stockbridge
1:04 Kevin Seeneey, Bury St Edmunds

MAP 5: THE DOOR TO CHTHON

0:15 John Brennan, Bicester
0:54 Jon Quarrie, Stapleford
0:56 Chris Street, Huntingdon
1:02 Karl Watt, Shetland
1:03 Raymond Burton, Stockbridge

MAP 6: HOUSE OF CHTHON

0:23 John Brennan, Bicester
0:27 Karl Watt, Shetland
0:28 Kevin Seeneey, Bury St Edmunds
0:29 Raymond Burton, Stockbridge
0:29 Jon Quarrie, Stapleford

MAP 7: ZIGGURAT VERTIGO

1:04 John Brennan, Bicester
1:24 Jon Quarrie, Stapleford
2:31 Karl Watt, Shetland

MAP 8: THE OGRE CITADEL

0:53 John Brennan, Bicester
0:58 Raymond Burton, Stockbridge
0:58 Jon Quarrie, Stapleford
1:03 Karl Watt, Shetland
1:04 Kevin Seeneey, Bury St Edmunds

MAP 9: THE CRYPT OF DEAC

1:12 John Brennan, Bicester
1:18 Raymond Burton, Stockbridge
1:19 Karl Watt, Shetland
1:20 Jon Quarrie, Stapleford

MAP 10: THE WIZARD'S MANSE

1:45 John Brennan, Bicester
2:18 Karl Watt, Shetland
2:21 Jon Quarrie, Stapleford
2:27 Raymond Burton, Stockbridge

MAP 11: THE DISMAL OUBLETTE

1:53 John Brennan, Bicester
5:06 Raymond Burton, Stockbridge
5:48 Jon Quarrie, Stapleford

MAP 12: THE UNDEREARTH

0:47 John Brennan, Bicester
0:58 Karl Watt, Shetland
1:13 Raymond Burton, Stockbridge

MAP 13: TERMINATION CENTRAL

0:43 John Brennan, Bicester
1:02 Karl Watt, Shetland
1:08 Jon Quarrie, Stapleford
1:10 Raymond Burton, Stockbridge

MAP 14: THE VAULTS OF ZIN

0:54 John Brennan, Bicester
1:08 Karl Watt, Shetland
1:13 Raymond Burton, Stockbridge

MAP 15: THE TOMB OF TERROR

1:06 John Brennan, Bicester
1:10 Karl Watt, Shetland
1:25 Raymond Burton, Stockbridge

MAP 16: SATAN'S DARK DELIGHT

2:07 John Brennan, Bicester
3:00 Kevin Seeneey, Bury St Edmunds

MAP 17: CHAMBERS OF TORMENT

0:53 John Brennan, Bicester
1:15 Karl Watt, Shetland
1:27 Raymond Burton, Stockbridge

MAP 20: THE ELDER GOD SHRINE

0:37 John Brennan, Bicester

MAP 21: THE PALACE OF HATE

0:47 John Brennan, Bicester

MAP 22: THE PAIN MAZE

0:49 John Brennan, Bicester

MAP 23: AZURE AGONY

1:42 Jon Quarrie, Stapleford
2:55 Karl Watt, Shetland
3:26 Raymond Burton, Stockbridge

MAP 24: THE NAMELESS CITY

1:26 John Brennan, Bicester

MAP 25: SHUB NIGGURATH'S PIT

0:50 John Brennan, Bicester
0:50 Kevin Seeneey, Bury St Edmunds
0:52 Jon Quarrie, Stapleford

Diddy Kong Racing

ANCIENT LAKE

00:32:21 Stacy Needham, Bicester
00:37:11 Keith Boiston, Felling
00:42:03 Adam Charlton, Buckden
00:42:10 Rob Pierce, Salisbury
00:42:54 Stephen Henderson, Upminster

FOSSIL CANYON

00:58:26 Stacy Needham, Bicester
01:04:03 Keith Boiston, Felling
01:05:00 Adam Charlton, Buckden
01:10:00 Arthur van Dalen, Netherlands
01:11:83 Richard Dunn, Boston

JUNGLE FALLS

00:41:53 Adam Charlton, Buckden
00:42:60 Keith Boiston, Felling
00:45:66 Arthur van Dalen, Netherlands
00:47:13 Richard Dunn, Boston
00:47:46 Rob Pierce, Salisbury

TREASURE CAVES

00:42:20 Keith Boiston, Felling
00:44:75 Adam Charlton, Buckden
00:47:71 Arthur van Dalen, Netherlands
00:49:06 Richard Dunn, Boston
00:49:31 Thomas Ferrari, Norfolk

WHALE BAY

00:53:01 Keith Boiston, Felling
00:57:06 Rob Pierce, Salisbury
00:59:63 Danny Dunn, New Leake
01:02:11 Raymond Burton, Stockbridge
01:03:25 Kevin Seeneey, Bury St Edmunds

PIRATE LAGOON

01:01:23 Keith Boiston, Felling
01:04:36 Rob Pierce, Salisbury
01:05:73 Jan-Erik Spangberg, Sweden
01:11:35 Jon Quarrie, Stapleford
01:12:91 Tammy Harris, Birmingham

WINDMILL PLAINS

01:33:18 Keith Boiston, Felling
01:35:45 Adam Charlton, Buckden
01:45:93 Richard Dunn, Boston
01:52:10 Rob Pierce, Salisbury
01:52:56 Kevin Seeneey, Bury St Edmunds

CRESCENT ISLAND

01:07:45 Keith Boiston, Felling
01:11:40 Adam Charlton, Buckden
01:14:31 Richard Dunn, Boston
01:21:31 Kevin Seeneey, Bury St Edmunds
01:24:90 Jon Quarrie, Stapleford

HOT TOP VOLCANO

00:58:20 Stacy Needham, Bicester
01:04:33 Keith Boiston, Felling
01:15:75 Richard Dunn, Boston
01:17:93 Rob Pierce, Salisbury
01:18:45 Neil Friedman, Whitefield

GREENWOOD VILLAGE

1:21:75 Stacy Needham, Bicester
1:22:73 Kevin Seeneey, Bury St Edmunds
1:23:25 Richard Dunn, New Leake
1:30:61 Tammy Harris, Birmingham
1:39:56 John Brennan, Bicester

HAUNTED WOODS

00:51:26 Keith Boiston, Felling
00:52:76 Richard Dunn, New Leake
00:54:05 Kevin Seeneey, Bury St Edmunds
00:57:41 Jon Quarrie, Stapleford
00:57:91 Tammy Harris, Birmingham

FROSTY VILLAGE

01:19:01 Rob Pierce, Salisbury
01:20:60 Richard Dunn, New Leake
01:21:86 Kevin Seeneey, Bury St Edmunds
01:35:41 Tammy Harris, Birmingham

EVERFROST PEAK

01:25:26 Richard Dunn, New Leake
01:30:91 Kevin Seeneey, Bury St Edmunds
01:35:20 Tammy Harris, Birmingham
01:37:03 Jon Quarrie, Stapleford
01:39:35 Slon Griffiths, Aberystwyth

SNOWBALL VALLEY

00:50:63 Stacy Needham, Bicester
00:53:40 Richard Dunn, New Leake
00:57:62 Kevin Seeneey, Bury St Edmunds
00:59:40 Tammy Harris, Birmingham
01:01:56 Raymond Burton, Stockbridge

BOULDER CANYON

01:25:48 Keith Boiston, Felling
01:33:36 Rob Pierce, Salisbury
01:33:81 Danny Dunn, New Leake
01:36:30 Kevin Seeneey, Bury St Edmunds
01:40:26 Tammy Harris, Birmingham

WALRUS COVE

01:29:31 Keith Boiston, Felling
01:30:73 Adam Charlton, Buckden
01:32:15 Jeffrey Van Der Aa, The Netherlands
01:40:95 Richard Dunn, Boston
01:43:36 Kevin Seeneey, Bury St Edmunds

SPACEDUST ALLEY

01:34:51 Danny Dunn, New Leake
01:34:63 Keith Boiston, Felling
01:44:61 Arthur van Dalen, Netherlands
01:47:51 Kevin Seeneey, Bury St Edmunds
01:51:05 Rob Pierce, Salisbury

DARKMOON CAVERNS

01:39:13 Keith Boiston, Felling
01:46:44 Adam Charlton, Buckden
01:49:03 Richard Dunn, Boston
01:55:43 Kevin Seeneey, Bury St Edmunds
01:55:71 Jan-Erik Spangberg, Sweden

SPACEPORT ALPHA

01:32:31 Keith Boiston, Felling
01:44:35 Kevin Seeneey, Bury St Edmunds
01:44:60 Danny Dunn, New Leake
01:46:23 Rob Pierce, Salisbury
01:49:40 Arthur van Dalen, Netherlands

STAR CITY

01:25:76 Stacy Needham, Bicester
01:29:36 Kevin Seeneey, Bury St Edmunds
01:30:45 Rob Pierce, Salisbury
01:30:90 Richard Dunn, Boston
01:32:46 Arthur van Dalen, Netherlands

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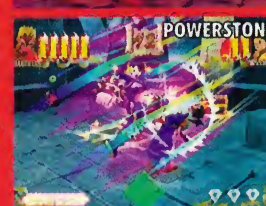
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WORLD 4**UNDERWORLD****KAIWARE ROAD****Level: 1****Entry Passes: 1****Stick To The Path**

After some of the tough levels of the last world, it's nice to start off with a simple level with few diversions. There are two main routes along Kaiware Road – near the start, there is a raised wooden platform that takes you to the top path, or you can stick to the grassy road for the bottom path. Taking the top route leads to lot of wooden platforms populated by Monks, nasty little hopping Imps and strange blue creatures who spit pink triangles out of their bottoms. Take these out at all costs because the

triangles can't be destroyed and can catch you off guard. The bottom route is easier and also has a sub-route off of it that leads to a well with a Weapon Power-up next to it. Both paths reconverge at the end, and then it's a short trip over to the Entry Pass.



ninja 2 emon



PART 2



▲ Avoid the Cannon Soldiers by ducking under their shots. Now stand up and give them a bash before smacking them when they drop their shields!

MOKEKE FOREST

Level: 2

Entry Passes: 1



Sink Or Swim

Another reasonably easy level, as long as you're cautious and don't rush headlong into a bunch of enemies. There are two paths along the level, although one of them doesn't lead to the finish as normal. This path lies under the wooden platforms and is blocked by a regular Soldier – you'll have to double-back under the platform and change to a swimming character to dive into the water. Once out the other side you'll find a bus shelter, so remember where this is as you'll need to return here later after you reach Tree Stump Village. The main path has several sub-routes that require you to double-back on either a higher or lower level to reach power-ups that you'll be able to spot in the background as you proceed down the main route. Head back to get them and then go right – the Entry Pass lies just beyond the large stone arches at the end.



WONDER VALLEY

Level: 3 Entry Passes: 2



Higher, Higher

Not exactly the most straightforward level in the whole game – there are three paths through the level, one near the start and two that split from each other halfway along the stage. From the first path there are a few sub-paths that lead to different areas, although you'll need to be playing as Ebisumaru in order to get over some of the higher obstacles by using his bottom bounce and Solid Megaphone. The two bottom paths link up again near the end, but you'll have to take all the routes if you want to get the two Entry Passes here.



TREE STUMP VILLAGE

Level: 4 Entry Passes: 4

Peek-A-Boo, I See You

In the last house at the top of the sandy cliff section, talk to the small boy and he'll challenge you to a game

of Hide N' Seek. In order to win the Entry Pass from him you'll have to search the whole village and find all six Hiders within one minute. They can be hidden virtually anywhere – in houses,



▲ Finding the Hide N' Seekers can be a real pain as they can hide almost anywhere. Make sure you explore every nook and cranny if you want to catch them all in time!

CREEP VILLAGE

Level: 5 Entry Passes: 3

Hmm, Tasty

Enter the fourth house along (next to the hut with the blue curtain) and talk to the Tengu inside. He's really hungry and would like you to give him a riceball. Trouble is, he only likes Fish Rice Balls and they're the most expensive! You'll have to run between

the shop on the left and the house to buy enough riceballs to give to him – give him three and he'll be satisfied enough to give you an Entry Pass as a sign of his gratitude.

Take a Cold Shower

Pass through the Snake God's mouth into the lower levels of town and head left. Talk to the Tengu standing next to the waterfall and he'll tell you that his



▲ This is the woman that needs your help getting dishes in Tree Stump Village. Don't forget her when you reach Creep Village!



behind signs, inside barrels or even around the side of the landscape. Make sure you visit every location in town if you want any chance of uncovering all six of them!

The Beauty Is Back

Change character to Goemon and visit the first house in the sandy cliff section of town. You'll find a familiar face inside – it's the beauty from Lost'n Town! Once again she'll ask you for a loan, but this time it's a little more than 100 coins... she wants 3500 coins instead! In order to pay her the money you'll have to cough up the dough bit by bit and keep visiting every time you get enough cash. Visit earlier levels like Maneater Road that have lots of Coin Jars on in order to



find enough loot and for all your effort you'll receive an entry Pass – bargain!

Rent-A-Ghost

Make sure you're playing as Ebisumaru and check out the house in the bottom-left corner of the sandy cliff section. Talk

▼ At last! The bus to Creep Village takes ages to arrive. Still, you know what they say about buses...

to the girl and she'll ask you to exterminate the Crow Tengu gang that live in Wonder Valley – you can try this as any character, but you'll only get them all if you're Ebisumaru because of his block-building and bouncing abilities. Once you start to search you'll have 11 minutes to find all six of them and you need to search everywhere to find them all. Don't forget the secret route along the top path – drop down onto the block and then continue down the path to find two more of the gang.

Dishy Secrets

Remember the bus shelter that was hidden through the underwater passage in Mokeke Forest? Make sure you're playing as Yae and go there during the daytime. Stand just to the right of the bus stop sign and wait – the bus doesn't come until halfway between night and day, but you can't really afford to miss it. When it does come you'll be transported to Creep Village, the home of the dish salesman. He lives in the next next to the purple house on the right-hand side of town, so make sure you've got over 500 coins and buy the Mum Design dish from him. Now take it back to the woman in the house next to the beauty in the sandy cliff section of Tree Stump Village and get an Entry Pass as your reward.



dad says he should stand under the cold flowing water for at least 20 seconds. You should do too – stand so that the water is falling on your head and just wait. It might seem like forever but after 20 seconds you'll get your reward in the form of an Entry Pass falling from above!

The Crowmaster

Head to the lower level of the town through the Snake God's mouth and chat to the Tengu that sits outside the



▲ Ahhh, poor little thing. This Tengu is starving hungry and needs you to feed him! Trouble is, he's a bit picky about what he eats...

house to the right of where you entered. If you've completed the mission in Tree Stump Village that involves you beating all six of the Crow Tengus gang, say yes to his question. Rather than being angry, he'll congratulate you and give you an Entry Pass as your reward – smart!



▲ Make sure you've got plenty of money left over after buying the dishes – the Fish Rice Balls that the Tengu eats are really expensive!

UNDERWORLD CHECKPOINT

Level: 6

Check It Out

If you've completed most of the missions and gone for all the routes along the way, you'll probably have more than 25 Entry Passes. This is the amount you need to pass through the checkpoint in the Underworld, but don't forget that you'll have to complete the missions here anyway otherwise you'll fall short next time!



UNDERWORLD CASTLE

Level: 7

Entry Passes: 1

Get Your Clubbing Gear

Inside the castle, you'll need to make a brief run down a slope littered with coins before you meet the biggest monster you've ever seen! Be incredibly careful as you make your way along this series of platforms as the monster in the background doesn't take too kindly to your presence – in fact, he'll smash any platform you're standing on with his giant club! Make sure you're not in the way when he swings or you'll be squashed flat!



Tighten Your Belt

In the next chamber is a huge network of fan-assisted platforms and conveyor belts for you to cross. Make sure you get the timing right when crossing the fans or you'll fall a long way to your death. When you reach the point where the path splits, take the left-hand route as it's much easier to cover and is a shorter path to the boss. Make sure you grab the Golden Armour hidden way out to the left



▲ You'll need perfect timing if you want to make it across these stone hands without getting crushed.

▶ The robotic Samurai is handy to plough through the hordes of enemies. Don't take too many hits though or it'll explode!



when you get to the rising column of fans near the exit!

You Need Hands

There not much to look out for as you head through this section of the castle – there are plenty of enemies to kill but nothing out of the ordinary. Watch out though for the platforms shaped like giant hands as they open and close at regular intervals, crushing anything that's inside them when they do. Through the next archway, continue jumping and keep your eyes open for the flame jets that shoot out from the walls and the stone columns that roll down the slope towards you. Make sure you're playing as Goemon here or you'll have trouble making the jumps to clear them.

Inner Courtyard

Again, this is another easy section to get through. Make sure that you grab control of the robotic samurai just after the entrance – you can use him to prevent yourself from being hit. Don't let him take too much of the damage though, or you'll be left vulnerable to attack. Beware also of the rolling boulders that come from the background – they're still as dangerous as ever and will kill you outright if you're hit by one!



BOSS FIGHT

KABUKI 64



Monster Mash

Taking on Kabuki 64 is really easy, especially if you've got a fully-charged weapon. The basic rule here is to never stop attacking – he might raise his blocking shield in the form of wooden shoes (?) but if you keep hitting him, he won't be able to attack you. Eventually he'll do one of three things which you should react to accordingly. If he begins jumping around, make sure you keep smacking him until he falls down. At this point he'll begin staggering around and the huge monster in the background will start taking aim with his club. Run into position so that the target is aimed at Kabuki 64 as well as you and then run out of the way so that Kabuki takes the full force of the blow. If he jumps into the background, he'll either call down a series of steel spikes from the ceiling or command the Club Monster to attack – whatever happens, avoid these attacks at all costs! Keep hitting Kabuki with your own attacks and big smacks from the monster's club and he'll die very quickly.



ROBOT FIGHT KABUKI FINAL



Eeea-sy! Eeea-sy! Eeea-sy!

Possibly the easiest robot fight in the whole game, Kabuki Final has little in the way of attacks to hurt you with. Those attacks that he does have are easily countered – use your Repeated Punch when he goes for the Rushing Palm or Umbrella Strike to stop him in his tracks. The Rising Sun Fireball can be punched out of the air for extra coins although sometimes they can be too much so remember to block to cut down on damage. The only real hard-hitter Kabuki has to offer is his Rainbow Clone attack – when he starts to move in with this, be sure to change character with the Baton Toss and cancel it out before he strikes.



▲ Even Kabuki Final's Rainbow Clone attack doesn't scare us. Don't just stand there – hit 'im!

WORLD 5

FLOATING CASTLE

CLOUD FORTRESS

Level: 1 テタキオデバ Entry Passes: 2

My Armour!

Two paths to choose from on this course – one is short and simple while the other is rather tough but offers more rewards. Stick to the bottom of the level and drop through the gap in the first and second set of stairs to reach the first route which leads you through a wooden hut and back outside before reaching the end. If you jump the second gap and carry on or make your way up the first set of stairs instead, you'll find route two – this is much tougher and has more dangerous jumps and a longer, harder hut section. However, if you changed to Sasuke at the second Teahouse platform and blow up the nearby exploding blocks, you can leap through some tight gaps in the pillars and reach two Golden Armour tokens and loads of Coin Jars... nice!



▲ These turning platforms can be a real nightmare. To make it round without getting knocked off, duck down as it moves underneath.



SKY GARDEN

Level: 2 テタキオデバ Entry Passes: 1

Up The Garden Path

More paths to choose from in order to pass through this level, although this time you'll have to decide which ones to choose according to which character you're playing. It really makes no difference which path you take – while Goemon can clear great distances with his double-jumps and smash star-marked blocks with his Chain Pipe, Ebisumaru can jump a lot higher and reach some of the top platforms. This is useful for collecting goodies such as Life tokens but it's best to stick with Goemon for now. Both paths are quite simple and require a bit of enemy-bashing and jumping but there's nothing too taxing between you and the Entry Pass at the end.



PLAYING GUIDE

WIND CASTLE WALL

Level: 3 スケツテ **Entry Passes: 1**

Can You Leap?

Even though there's only one Entry Pass up for grabs here, there are a couple of routes that you can choose from depending on what character you're controlling. If you're someone who thinks that jumping is their strongpoint then you'd be better off taking the top route past the windmills – jump onto the high wooden platform next to the Teahouse platform at the start to get there. This will have you leaping across the rooftops of Wind Castle and between the sails of the many windmills there. If you stick to the bottom, then you'll be running around the outside of the castle walls but make sure you watch out for the hordes of Cannon Soldiers waiting for you. You'll still have to leap between the rooftops and windmills when the paths join up near the end again, so keep your jumping skills handy and try to grab the Gold Armour that sits on a high platform above one of the windmills – you'll need Goemon's double-jump if you want to reach it.



▲ Jump between the windmill blades to make it across the gap.

FLOATING WORLD TOWN

Level: 4 スケコナキウニキヌテウカツテ **Entry Passes: 4**

Sign Of The Four

As reference, the town is split into four sections. The back section is where you enter the town and contains the shop, hotel and Teahouse. The back-middle section is where most of the action takes place and holds most of the houses. The front-middle section is a small island linked to the first bridge of the rear-middle section and holds the Plasma house and the Phone Centre. Finally, the front section is a barren grassy area, but is the only link to the Legendary Tree which sits out on the far side of the floating town.

Children In Need

Change character to Yae in the Teahouse and visit the Phone Centre to the left of Plasma's house on the front-middle section of town. Talk to the man outside and he'll tell you to get a letter of introduction – to get this, visit the man with the paper bag on his head inside the house to the right of the red bridge on the back-middle section of town. Now head back to the Phone Centre and get the job as a telephone counsellor – choose the following answers in order to the child's questions to get the Entry Pass:

Oh come on, it is not!
Thunder, you see...
Now, your navel...
That's right.
When I was a kid...

Bob-A-Job

Staying as Yae, visit the Phone Centre at night-time. You'll be offered another job which you should take – again, follow the responses below to get through this tricky conversation about games designers and earn yourself another Entry Pass as payment.

Yeah, all right.
What I can tell...
Yes I suppose
Well, first he...
No, no
They call you soon
Sure, I guess
Sure

Speedy Gonzales

Visit the first house to the right of the first bridge on the middle section of town and talk to the woman there. She'll ask you to take her husband's packed lunch to him as he forgot it this morning. From this point, you've got 60 seconds to find him – he's running around the village very fast and could be anywhere. The only way to complete this is to hold down the B button as you run, making you sprint even faster. You'll be able to catch up with him this way but you'll still have to find him – most of the time, he's out on the front section of town so run around and grab him quickly before time runs out!



Death Of A Salesman

Head for the Legendary Tree at night-time – head for the furthest left bridge on the back section of town and run across all the bridges before heading left and reaching the tree. There you will find the spirit of a dead salesman who is stuck in this world because he hasn't sold all his wares. You must buy his last item from him – a rare Entry Pass. Decline his first offer of 1,500 coins and he'll panic because he wants the sale so badly. Accept the next offer of 500 coins and you'll free his spirit and get the Entry Pass into the bargain!

Run Fatty, Run

Visit the second house on the left of the back-middle section as Ebisumaru and you'll find your twin Obisumaru again. He'll challenge you to another race but this time at Wind Castle Wall – don't panic too much this time, as you'll take care of him easily. He'll race ahead of you from the start and will always be one step in front of you, so don't try to catch him. Instead, concentrate on getting through the level and making it over some of the trickier jumps with Ebisumaru. When you near the end, Obisumaru will start to get tired and all you have to do is run straight past him without slowing down to take the Entry Pass from him.



FLOATING CHECKPOINT

Level: 5 ソテエウクダソテエウクダソテ

Not far to go now – you'll need to be carrying 35 Entry Passes in order to get through the final checkpoint into Bismaru's palace. Are you ready for the final challenge of Dochuki?

DREAM CASTLE

Level: 6 ナネヌネテツ Entry Passes: 1



All Fall Down

You can see immediately why this is the last level of the game – it's full of more dangers than a wild bear's underpants. The first two sections of the castle are littered with a mixture of collapsing floors and swinging platforms that have to be negotiated with care. You must take out the enemies that block your way, especially the Spectres and Cannon Soldiers, before you reach them otherwise you'll end up falling through the floor as you try to tackle them. Time your jumps past the fire jets carefully in the second section and watch out for the Cyclops Jaws that fly up out of the gaps without warning.

Sharp End Of The Stick

After a brief interlude with some goodies and power-ups, you're back into a tough section up through the next level of the castle. The blocks that rise out of the floor are back and this time they're nastier than ever – don't stand still on



one for a second or you'll find yourself experiencing a rather drastic weight loss.

Further on are a series of platforms that rotate with spikes on one side. Time your jumps across these so that you land on the flat side of the platforms while watching out for the Spectres that hover in the way. Take them out quickly and you'll make it across in one piece.

Water And Fire

All the worst parts of the previous levels are coming back to haunt you. First off, change character to Sasuke and dive into the waters next to the Teahouse platform to enter an underwater passage full of Trident Soldiers, Electric Fish and moving spike walls. This is a complicated maze of passageways which runs to the right, so you might want to head in that direction before doubling back and getting the



▲ When you leap across these rising platforms, watch out for the Skull Barges throwing things at you!



Gold Armour under the stairs near the entrance. Once out of the other side, change back to Goemon and enter the next cavern. This contains more spiked clubs, boiling water pots and rising platforms, so keep calm and time the jumps carefully if you don't want to die.

A Firm Grip

Those horrible crushers are back to make your life a misery, but this time they're covered with Dead Hands! Don't let them slow you down – hit them and quickly jump away before they come back to life and try to grab you. Keep jumping between the platforms and watch out for the Piggybacks that drop down from higher platforms to restrict your movement. In the next chamber, after more goodies, you'll be jumping between fan-assisted platforms and Stone Hands – make sure you're not in the hand when it closes or you'll get crushed! Finally, the third chamber in this series welcomes back the nasty Club Monster – let him hit the section ahead of you and then wait until he moves back slightly before jumping over and making him chase you. Watch out for the evil crows that throw lightning at you as you go!



▲ Argh! This section is right near the end of the level but it's possibly the toughest thing we've ever seen!





ROBOT FIGHT

カキダケ DEVIL DEATH GOD アイウエ

Not surprisingly, this is a really tough fight. The Devil Death God can pull some ridiculously nasty moves out of nowhere and unless you're incredibly quick, you're going to take some serious damage. Anything he throws at you, such as Death Spheres, Flames, Spiked Balls or even your partner robot (!) can be punched away, but they move rather quickly so you'll have to get your punches in there sharp. You can counter his Whirling Scythe attack by just turning to the side he approaches from and hitting him with the Repeated Punch, as you can for his Dashing Slice. If you go for the Beam Blast after you've hit him though, be warned that he rises to the side of where he falls so you're likely to miss him – take aim carefully. The Kiss Of Death is easily avoided – he will create a replica of either Bismaru Elegant or the beauty from the village, both of which can be repelled by the Repeated Punch. However, the beauty is a little more resilient, so try to take her out quickly. Finally, if you see him going for his

Ultimate Death attack you must change character with the Baton Toss immediately! If you don't, you'll die – simple as that.

◀ Believe us, you'll be seeing this a lot. When the Devil Death God kills you, he rushes in and smacks you again!

BOSS FIGHT

オデタ DOCHUKI キデナ

The Lord of the Underworld himself is a total pushover to beat... at least to begin with. He floats around the platform that you're standing on, throwing out cannon shots at random. These can be jumped as they come at you so you won't get hurt, and then you should smack Dochuki as he floats past your position. You can also give him a slap when he goes for his Evil Light attack – if you hit him before he throws it at you, you'll stop him in his tracks. Make sure you keep pummeling him until he falls... and turns into a giant Devil Bull. Oh come on – don't say you're surprised?



Death Breath!

This time he's a little tougher but not much. As he hovers above you he'll dive and try to take a bite out of the platform you're on, so run to the side when he does then turn quickly and smack him on the nose with your pipe. If he goes for his Optic Burst or Poison Breath, just run in the opposite direction and you should be able to avoid it without harm. When you've finally hit him a couple of times he'll fall to the ground with his tongue hanging out – this is your chance to deal out some punishment. Stand on his tongue and you'll enter his mouth, where you have to hit the dangly thing at the back of his throat as much as you can before he throws you back out. Do this enough times and you'll have beaten Dochuki once and for all – now sit back and watch possibly one of the weirdest game endings in history! ■



▲ Dochuki finally bites the dust... It's been a long trek but at last Goemon's Great Adventure is at an end!



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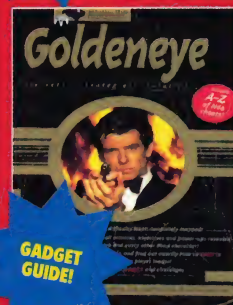
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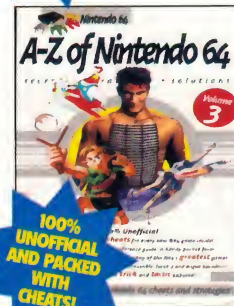
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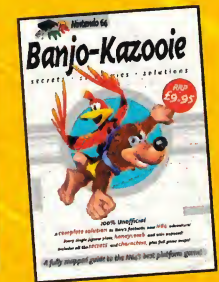
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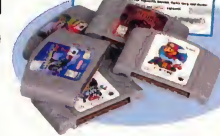
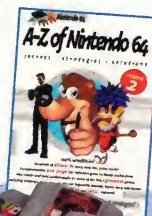
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nindex

The complete guide to every N64 game ever reviewed!

Welcome to the Nindex! This section of the magazine contains information on every game we've ever reviewed in ultra-condensed form, meaning you can compare different games at a glance.

If you want to get the lowdown on any N64 game that's been covered in a previous issue, then this is your one-stop buyers' guide. The Nindex is updated every month, and from now on we'll be re-evaluating games from past issues on a regular basis to see just how well they compare to the latest N64 titles. If you need game info, this is where to look!

**90%
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If a game gets a 64 Sizzler, then it's a game that's well worth buying.

**95%
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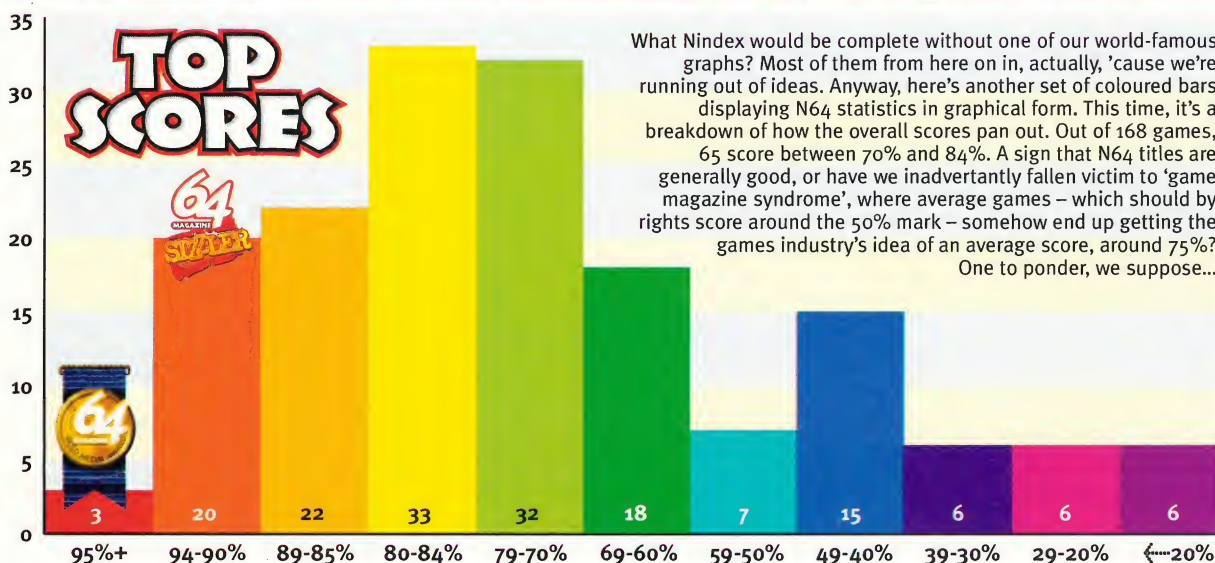
The Gold Medal Award only goes to those few games that you absolutely *must* own!

**NINDEX KEY**

Game Name	Self-explanatory, really!
Company	The company that sells it
Players 	How many players can take part?
Memory 	Does it make use of the Controller Pak?
Rumble Pak 	Does it make use of the Rumble Pak?
Expansion Pak 	Does it make use of the Expansion Pak?
UK Game 	Is it available in the UK?
Issue	The issue it was last reviewed
Score	The percentage rating we've given it
Comment	What we think of it!

GENRE**DESCRIPTION****ADVENTURE** Games involving exploration and problem-solving**BEAT-'EM-UP** Fighting games, rather obviously!**PARTY/PUZZLER** Designed for multiple players, or a brain teaser**PLATFORM** Games that involve precise jumps and acrobatics**RACING** Mostly (but not always) involving cars racing each other**SHOOT-'EM-UP** The main objective? Kill 'em all!**SPORTS** Football, basketball, American football, golf... whatever you're into**STRATEGY/SIMULATION** Games that test your brain rather than your reflexes

Game Name	Company	Icons	Issue	Score	Comment
1080° Snowboarding	Nintendo	1-2 ● ● ● ●	17	82%	The best snowboarding game on any machine!
A Bug's Life	Activision	1 ● ● ● ●	29	59%	Mediocre movie licence aimed at younger players.
Aero Fighters Assault	Video System	1-2 ● ● ● ●	15	20%	Abysmal, sluggish air combat 'game'.
Aero Gauge	ASCII	1-2 ● ● ● ●	15	40%	Slow and unplayable Wipeout ripoff.
Airboarder	Human	1-2 ● ● ● ●	14	73%	Hoverboard game of mixed playability.
All-Star Baseball '99	Acclaim	1-4 ● ● ● ●	16	84%	Good but bugged hi-res baseball game.
All-Star Baseball '2000	Acclaim	1-4 ● ● ● ●	27	85%	Improved version of the above
All-Star Tennis '99	Ubi Soft	1-4 ● ● ● ●	24	70%	Not entirely successful 'real' tennis game.
Augusta Masters '98	T&E Soft	1-4 ● ● ● ●	17	25%	Thoroughly nasty attempt at a golf game.
Automobili Lamborghini	THE Games	1-4 ● ● ● ●	8	68%	Four-player racer, but not realistic or thrilling
Banjo-Kazooie	Nintendo	1 ● ● ● ●	16	90%	Excellent (if slightly easy) adventure.
Battletanx	3DO	1-4 ● ● ● ●	26	78%	Doesn't look like much, but it's a good multiplayer blast!
Beetle Adventure Racing	EA	1-4 ● ● ● ●	25	92%	Fantastic mix of racing and exploration. With VW Beetles.
Bio Freaks	GT Interactive	1-2 ● ● ● ●	19	82%	Ultra-violent futuristic fighter with lots of gore.
Blast Corps	Nintendo	1 ● ● ● ●	3	80%	Odd but entertaining driving/strategy/blow-'em-up combo.
Body Harvest	Gremlin	1 ● ● ● ●	20	82%	Time-travel action where you wipe out giant alien bugs.
Bomberman 64	Nintendo	1-4 ● ● ● ●	9	80%	Bomb-chucking platformer with disappointing battle game.
Bomberman Hero	Nintendo	1 ● ● ● ●	21	49%	Shamefully easy platform adventure.
Brave Spirits Wrestling	Hudson	1-4 ● ● ● ●	12	65%	Sub-par Japanese wrestling game.
Buck Bumble	Ubi Soft	1-2 ● ● ● ●	18	82%	Weapon-filled insect shooter with bad fogging.
Bust-A-Move 2	Acclaim	1-2 ● ● ● ●	15	91%	Simple but addictive puzzle/battle game.
Bust-A-Move 3DX	Acclaim	1-4 ● ● ● ●	22	90%	As BAM2, but now for four players!
California Speed	Midway	1-2 ● ● ● ●	26	45%	Tragically bad sequel to Cruis'n USA and World.
Castlevania	Konami	1 ● ● ● ●	24	85%	Spooky vampire adventure, let down by dodgy camera.
Chameleon Twist	Ocean	1-4 ● ● ● ●	10	64%	Simple and easy tongue-oriented platformer.
Chameleon Twist 2	Sunsoft	1 ● ● ● ●	23	75%	More of the same, and still too easy.
Charlie Blast's Territory	THE Games	4 ● ● ● ●	29	68%	Odd puzzle game with a good multiplayer mode.
Chopper Attack	GT Interactive	1 ● ● ● ●	18	70%	Plodding Desert Strike-style game with clumsy controls.
Clayfighter 63 1/3	Interplay	1-2 ● ● ● ●	8	8%	The worst game on the N64! It's rubbish!
Command & Conquer	Nintendo	1 ● ● ● ●	30	90%	Graphically updated and still ultra-playable strategy game.
Cruis'n USA	Nintendo	1-2 ● ● ● ●	10	22%	Dated and dismal driving drudgery.
Cruis'n World	Nintendo	1-4 ● ● ● ●	18	23%	A sequel that's nearly as bad as the original!
Dark Rift	Vic Tokai	1-2 ● ● ● ●	4	47%	Bland and derivative fighter offering nothing exciting.
Diddy Kong Racing	Rare	1-4 ● ● ● ●	7	84%	Fun mix of racing and exploration.
Doom 64	GT Interactive	1 ● ● ● ●	1	70%	Atmospheric but dated upgrade of the old PC classic.



What Nindex would be complete without one of our world-famous graphs? Most of them from here on in, actually, 'cause we're running out of ideas. Anyway, here's another set of coloured bars displaying N64 statistics in graphical form. This time, it's a breakdown of how the overall scores pan out. Out of 168 games, 65 score between 70% and 84%. A sign that N64 titles are generally good, or have we inadvertently fallen victim to 'game magazine syndrome', where average games – which should by rights score around the 50% mark – somehow end up getting the games industry's idea of an average score, around 75%? One to ponder, we suppose...

OUR TOP TEN

1: ZELDA



2: GOLDENEYE



3: ISS '98



4: F-1 WGP



5: BANJO-KAZOOIE



6: MARIO 64



7: QUAKE II



8: ROGUE SQUADRON



9: F-ZERO X



10: VIGILANTE 8



64 TOP SHOOT-EM-UPS



- 1 Goldeneye 95%
- 2 Quake II 93%
- 3 Star Wars: Rogue Squadron 92%
- 4 Vigilante 8 90%
- 5 Duke Nukem: Zero Hour 90%

64 TOP FIGHTING GAMES



- 1 Smash Brothers 87%
- 2 WWF Warzone 86%
- 3 Mortal Kombat 4 86%
- 4 WCW Vs NWO Revenge 85%
- 5 Bio Freaks 82%

Game Name	Company	Issue	Score	Comment
Doraemon	Epoch	1	30%	Snoozesome Japanese Mario clone for kids.
Dual Heroes	Hudson	2	18%	Appalling fighter that offers no challenge whatsoever.
Duke Nukem 64	GT Interactive	1-4	81%	Good conversion of the PC one-linerthon.
Duke Nukem: Zero Hour	GT Interactive	1-4	90%	Fine alien blaster with the hard-as-nails hero
Extreme G	Acclaim	1-4	77%	Futuristic bike racing game – hard to control.
F1 Pole Position	Ubi Soft	1-2	63%	Early, now outdated Formula 1 game.
F-1 World Grand Prix	Nintendo	1-2	94%	Excellent, though very hard, Formula 1 simulation.
F-1 World Grand Prix II	Nintendo	1-2	90%	Slightly faster sequel, but not really a big advance.
FIFA 64	EA Sports	1-4	19%	A travesty of the Beautiful Game, awful in every way.
FIFA '99	EA Sports	1-4	91%	Best of the FIFA series, until the next one!
FIFA: Road To World Cup '98	EA Sports	1-4	80%	Vastly better than FIFA 64, but now replaced by FIFA '99.
Fighter's Destiny	Ocean	1-2	80%	One of the better N64 fighters.
Fighting Force 64	Crave	2	62%	Past-it PlayStation port.
Flying Dragon	Interplay	1-2	78%	Fun fighting game, though it's not exactly Street Fighter!
Forsaken	Acclaim	1-4	86%	A kind of turbo Descent – good, but some levels very short.
F-Zero X	Nintendo	1-4	90%	Ultra-fast, super-smooth hi-tech racer. Very challenging.
GASP!! Fighters' Nextreme	Konami	1-2	62%	Jerky, mediocre game with a fighter creation mode.
Gex: Enter The Gecko	GT Interactive	1	80%	Lizardly platformer that spoofs films and TV shows.
The Glory Of St Andrews	Seta	1-4	10%	Hilariously bad shot at doing an N64 golf game.
Glover	Hasbro	1	85%	Appealing platform/puzzle game crossbreed.
Goemon 2	Konami	1-2	80%	Enjoyable side-on platformer.
Goldeneye	Nintendo	1-4	95%	The best multiplayer game on N64! Great for lone players, too.
GT 64	Ocean	1-2	64%	Clunky, unrealistic and dull racing game.
Hexen	GT Interactive	1-4	30%	Completely crap port of the PC Doom-with-wizards title.
Holy Magic Century	Konami	1	54%	Attractive, but repetitive, junior RPG with too many random battles.
Iggy's Reckin' Balls	Acclaim	1-4	83%	Odd mix of racer and platformer that's quite good fun.
ISS 64	Konami	1-4	93%	Excellent footy game, now bettered by ISS '98.
ISS '98	Konami	1-4	95%	The best football game ever. Fact!
J-League Dynamite Soccer	Imagineer	1-4	44%	Dodgy Japanese super-deformed football title.
J-League Eleven Beat 1997	Hudson	1-4	60%	Another J-League game with comedy players.
Jeopardy!	Take 2	1-3	30%	Pathetic attempt to bring an American game show to N64.
John Madden 64	EA Sports	1-4	76%	Syrup-sporting American football game.
Ken Griffey Jr's Slugfest	Nintendo	4	70%	Not very impressive baseball game.

TEST OF TIME



All this month's subjects are torn from the pages of issue 16, back when we were

younger and hairier. Has the passage of the months made us change our opinions of *Banjo-Kazooie*, *Mortal Kombat 4* and *Wetrix*? Let's see...



BANJO-KAZOOIE

Rare • £49.99 • Original Rating: 95%

How much difference does 15 issues make? Well, *Banjo*'s still tops for looks and it's spawned way too many clones, but over time it's become clear that it doesn't present as much challenge as it appeared to at first. Still good fun, though.

90%

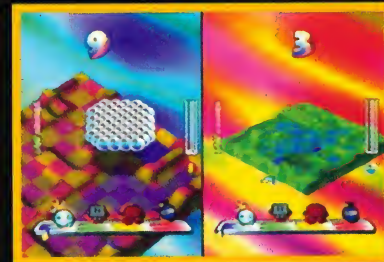


MORTAL KOMBAT 4

GT • £49.99 • Original Rating: 86%

How come the PlayStation gets all the best fighters? *MK4* is one of the N64's better examples of the genre, but it's still a wuss compared to the *Tekken* or *Street Fighter* games. All the blood in the world can't compensate for slack gameplay.

80%



WETRIX

Infogrames • £39.99 • Original Rating: 86%

For some reason, the N64 has done quite well for puzzle games. *Wetrix* is one of the best around, a unique action-puzzle game where you have to prevent water from overflowing a board by damming it. It's still very playable too!

85%

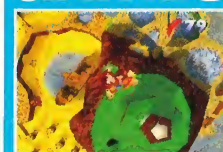
Game Name	Company	Icons	Issue	Score	Comment
Killer Instinct Gold	Nintendo	1-2 ● ● ● ● ●	3	70%	Rare-produced fighter where button-hammering beats skill.
Knife Edge	THE Games	1-4 ● ● ● ● ●	22	26%	Mind-numbingly boring on-rails shooter.
The Legend Of Zelda: Ocarina Of Time	Nintendo	1 ● ● ● ● ●	21	96%	Nintendo's tour de force – one of the best games ever written!
Lode Runner	Infogrames	1 ● ● ● ● ●	28	82%	Tough mix of platformer and puzzle game.
Let's Smash	Hudson	1-4 ● ● ● ● ●	21	90%	Very playable anime-style tennis game.
Lylat Wars	Nintendo	1-4 ● ● ● ● ●	5	87%	N64 remix of the SNES Starfox, but not quite as engrossing.
Mace: The Dark Age	GT Interactive	1-2 ● ● ● ● ●	7	70%	Run-of-the-mill medieval fighter.
Magical Tetris Challenge	Capcom	1-2 ● ● ● ● ●	24	65%	Tetris with Mickey Mouse. Stunning.
Mario Golf	Nintendo	4 ● ● ● ● ●	29	84%	Tremendous golfing fun with Mario and pals.
Mario Kart 64	Nintendo	1-4 ● ● ● ● ●	3	78%	Disappointing update of the SNES classic, with duff battle arenas.
Mario Party	Nintendo	1-4 ● ● ● ● ●	24	80%	Fun but simple multiplayer party game.
Micro Machines 64 Turbo	Codemasters	1-8 ● ● ● ● ●	23	91%	Superb eight-player [yes, eight] party racing game.
Mike Piazza's Strike Zone	GT Interactive	1-2 ● ● ● ● ●	30	40%	Humdrum baseball game that pales alongside All-Star Baseball.
Mischief Makers	Nintendo	1 ● ● ● ● ●	7	82%	Strange but enjoyable old-school 2-D platformer.
Mission: Impossible	Infogrames	1 ● ● ● ● ●	18	48%	Utterly tosh conversion of the Tom Cruise film.
MK Mythologies: Sub-Zero	GT Interactive	1 ● ● ● ● ●	9	46%	Risible attempt to add platforms to the Mortal Kombat franchise.
Mortal Kombat 4	GT Interactive	1-2 ● ● ● ● ●	19	80%	Finally, a decent Mortal Kombat game on the N64!
Mortal Kombat Trilogy	GT Interactive	1-2 ● ● ● ● ●	3	32%	Diabolically bad beat-'em-up.
Multi Racing Championship	Ocean	1-2 ● ● ● ● ●	5	52%	Feeble attempt to make a rallycross game.
Mystical Ninja Starring Goemon	Konami	1 ● ● ● ● ●	13	80%	Wacky RPG/platformer set in a comedy ancient Japan.
Mystical Ninja 2 Starring Goemon	Konami	2 ● ● ● ● ●	29	86%	Enjoyably wacky old-style platform adventure.
NASCAR '99	EA Sports	1-2 ● ● ● ● ●	20	52%	Not very good racing sim that's as dull as the real sport.
Nagano Winter Olympics	Konami	1-4 ● ● ● ● ●	10	65%	Mixed bag of chilly sporting events.
NBA Courtside	Nintendo	1-4 ● ● ● ● ●	16	85%	Probably the best of the many N64 basketball games.
NBA Hangtime	GT Interactive	1-4 ● ● ● ● ●	5	45%	Rubbishy arcade conversion full of silly power moves.
NBA Jam '99	Acclaim	1-4 ● ● ● ● ●	22	83%	Good basketball game that doesn't stand above its competitors.
NBA Live '99	EA Sports	1-4 ● ● ● ● ●	22	75%	Yet another NBA game, offering nothing that stands out.
NBA Pro '98	Konami	1-4 ● ● ● ● ●	12	70%	Uninspiring basketball game with very blurry visuals.
NBA Pro '99	Konami	1-4 ● ● ● ● ●	27	59%	Highly disappointing basketball title
NFL Blitz	GT Interactive	1-2 ● ● ● ● ●	22	85%	American football game played for laughs and arcade-style action.
NFL Quarterback Club '98	Acclaim	1-4 ● ● ● ● ●	7	80%	Hi-res American football game.
NFL Quarterback Club '99	Acclaim	1-4 ● ● ● ● ●	21	89%	Updated and improved version of NFL QBC '98.
NHL '99	EA Sports	1-4 ● ● ● ● ●	20	88%	The best ice hockey game on the market.

64 TOP ADVENTURE GAMES



- 1 Zelda 96%
- 2 Silicon Valley 87%
- 3 Castlevania 85%
- 4 Mystical Ninja 80%
- 5 Shadows Of The Empire 58%

64 TOP PLATFORM GAMES



- 1 Banjo-Kazooie 95%
- 2 Super Mario 64 92%
- 3 Shadow Man 92%
- 4 Mystical Ninja 2: Starring Goemon 86%
- 5 Glover 85%

BEST OF THE BITS

If you want to plug some extra bits into your N64 to enhance your gaming pleasure, these are the ones we recommend most highly!

Nintendo Controller

NINTENDO • £19.99

Without a doubt the best controller you can get for the N64 – since it comes from Nintendo, you'd certainly hope so! If you want to engage in multiplayer fun, we heartily recommend that you get yourself a full set of these.



Grand Prix Racing Wheel II

JOYTECH • (01525) 852900 • £59.99

One of the best wheels around, the Grand Prix – which has an official Jordan team licence – has responsive controls and a realistic feel. It's also very easy to set up, making it a definite race-winner!

4 Meg Memory Card

DATEL • £29.99

Non-Nintendo memory cards have a reputation for being somewhat dodgy and prone to losing your saved game data, but Datel's cards are generally considered the most reliable of the bunch. The 4 Meg model is equal to 16 Nintendo Controller Paks, and lets you access all the pages at once instead of having to flip between them.



Ultra Racer 64

INTERACT • £29.99

It might look weird, but this is actually a very good mini steering wheel. It's ideally suited to F-1 World Grand Prix, so if you're a Formula 1 addict, this is the one for you!



64 TOP RACING GAMES



- 1 F-1 World Grand Prix 94%
- 2 Beetle Adventure Racing 92%
- 3 Micro Machines 64 Turbo 91%
- 4 F-Zero X 90%
- 5 Star Wars: Episode 1 Racer 90%

64 TOP SPORTS GAMES



- 1 ISS '98 95%
- 2 ISS 64 93%
- 3 FIFA '99 91%
- 4 Let's Smash 90%
- 5 NFL Quarterback Club '99 89%

Game Name	Company	Icons	Issue	Score	Comment
NHL Breakaway '98	Acclaim	1-4 ● ● ●	12	80%	Early attempt at a hi-res sports game. Not bad.
NHL Breakaway '99	Acclaim	1-4 ● ● ●	25	74%	Almost identical to Breakaway '98, so out of date!
Nightmare Creatures	Activision	1 ●	24	55%	Dog-rough attempt at a horror game.
Off-Road Challenge	GT Interactive	1-2 ● ● ●	17	27%	Based on Cruis'n USA, and nearly as bad!
Olympic Hockey '98	GT Interactive	1-4 ● ● ●	12	70%	Tepid reworking of Wayne Gretzky with Olympic teams.
Penny Racers	THQ	1-4 ● ● ●	23	66%	Slow and annoying toy racer with a track-building mode.
Pilotwings 64	Nintendo	1 ●	1	76%	Slow but intriguing flight sim (of sorts) with lots to do.
Pocket Monsters Stadium	Nintendo	1-4 ●	19	46%	Cute-but-dull fantasy animal fighter, intended for young kids.
Premier Manager 64	Gremlin	4 ●	29	85%	Surprisingly engrossing footie management sim.
Puyo Puyo Sun 64	Compile	1-2	8	87%	Simple but horribly addictive Tetris-style puzzler.
Puzzle Dama	Konami	1-4 ●	16	80%	Similar to Puyo Puyo, but not quite as good.
Quake	GT Interactive	1-2 ● ● ●	13	74%	Slightly disappointing PC conversion, which only supports two players.
Quake II	Activision	1-4 ● ● ● ●	30	93%	Excellent shoot-'em-up with a superb multiplayer game.
Racing Simulation: Monaco Grand Prix	Ubi Soft	1-2 ● ● ●	25	87%	Easier to get into than F-1 WGP, and nearly as good.
Rakuga Kids	Konami	1-2 ●	21	79%	Quirky fighter for younger gamers – not much skill needed.
Rampage: Universal Tour	GT Interactive	1-3 ● ● ●	26	70%	Gets tedious after about five seconds of play!
Rampage World Tour	GT Interactive	1-3 ● ● ●	13	38%	Boring conversion of a dull old arcade game.
ReVolt	Acclaim	1-4 ● ● ● ●	30	90%	Genuinely enjoyable radio-controlled car racer.
Robotron 64	GT Interactive	1-2 ●	17	79%	No-nonsense classic-style shooter – prepare to wear out your thumb!
Rugrats Scavenger Hunt	THQ	1-4	30	44%	Tedious board game based on the cartoon series.
Rush 2: Extreme Racing USA	GT Interactive	1-2 ● ● ●	22	80%	SF Rush sequel – better handling, but less exploration.
San Francisco Rush	GT Interactive	1-2 ● ● ●	9	70%	Racer with lots of stunts and secrets, but terrible controls.
SCARS	Ubi Soft	1-4 ● ● ●	21	81%	Good multiplayer racer, but doesn't have many tracks.
Shadowgate 64	THE Games	1 ●	30	45%	Brain-grindingly boring adventure with no action.
Shadow Man	Acclaim	1 ● ● ● ●	30	92%	Huge, engrossing and tough adult-themed adventure.
Shadows Of The Empire	Nintendo	1 ●	1	58%	Duff Star Wars tie-in made up of (mostly dodgy) subgames.
Sim City 2000	Imagineer	1 ●	12	60%	Japanese text-filled vesion of the old PC game.
Smash Brothers	Nintendo	1-4	24	87%	Mario and friends hit each other. Top four-player fun.
Snowboard Kids	THE Games	1-4 ● ● ●	11	83%	Fun comedic snowboard game with lots of special weapons.
Snowboard Kids 2	Atlus	1-4 ●	26	80%	Decent sequel that doesn't offer anything new over the original.
South Park	Acclaim	1-4 ● ● ● ●	23	73%	Iffy fast-buck licence based on the Turok 2 game engine.
Space Station: Silicon Valley	Take 2	1 ●	20	87%	Bizarre but engrossing adventure full of robot animals.
Starshot: Space Circus Fever	Infogrames	1 ●	25	44%	Nasty Banjo-Kazooie type game; jerky and totally annoying.

64 MAG'S MOST WANTED



PERFECT DARK

We might as well just cut and paste the text for this every month, since it's obviously going to be right here on our 'most wanted' list until the very day that we get hold of a copy!



JET FORCE GEMINI

Manga-styled action from the British masters of N64 gaming at Rare. It's you, a sibling and a cybernetic dog against an army of millions of giant insects – and the odds are in your favour!



ZELDA GAIDEN

Will it get a UK release? Nintendo would be mad not to put it out, but for now it's a 64DD, Japan-only title. We'll just have to hope they see sense and give the N64's best game a sequel!








WORMS ARMAGEDDON

Okay, so graphically it looks like something from the Sega Mega Drive, but if it has even half the playability of its PC counterpart it'll be absolutely brilliant!



DONKEY KONG 64

With the news that the Expansion Pak – which DK64 needs in order to run – will be bundled free of charge, it looks like the great ape has got Christmas sewn up!

Game Name	Company	    	Issue	Score	Comment				
Star Soldier: Vanishing Earth	Hudson	1	●	17	65%	Poor attempt to do an R-Type/Axelay shooter on the N64.			
Star Wars: Rogue Squadron	Nintendo	1	●	●	●	23	92%	Superb Star Wars combat game, but can get slightly repetitive.	
Star Wars: Episode 1 Racer	Nintendo	2	●	●	●	28	90%	Very fast, but too easy to provide long-term excitement.	
Superman	THE Games	1-4	●	●	●	30	14%	Truly appalling game with no playability at all.	
Super Mario 64	Nintendo	1		●		1	92%	The first, and still a great, N64 game.	
Super Robot Spirits	Banpresto	1-2	●			20	49%	Useless giant robot fighter.	
Tamagotchi World	Bandai	1-4				11	66%	Japanese board game based on Tamagotchis.	
Tetrisphere	Nintendo	1-2		●		10	70%	Interesting but not entirely perfect attempt to move Tetris into 3-D.	
Top Gear Overdrive	THE Games	1-4	●	●	●	22	65%	Lame follow-up to the much better Top Gear Rally.	
Top Gear Rally	THE Games	1-2	●	●	●	7	80%	Good racing game with excellent car handling.	
Turok 2: Seeds Of Evil	Acclaim	1-4	●	●	●	●	21	85%	Bloodthirsty and over-large game in the Doom mould.
Turok: Dinosaur Hunter	Acclaim	1	●		●	1	70%	First in the series, plagued by fogging and annoying platform bits.	
Twisted Edge Snowboarding	THE Games	1-2	●	●	●	22	70%	Good-looking game let down by duff controls.	
V-Rally '99	Infogrames	1-2	●		●	21	69%	Poor conversion of a good PlayStation game.	
Vigilante 8	Activision	1-4	●	●	●	●	25	90%	Aggressive car-based battle game set in the Seventies.
Virtual Chess	Titus	1-2	●		●	19	65%	It's a lot cheaper just to buy a chess set!	
Virtual Pool 64	Interplay	1-4	●		●	24	84%	Nearly as good as playing the real thing!	
Waialae Country Club	Nintendo	1-4			●	18	15%	Another dreadful golf game.	
War Gods	GT Interactive	1-2			●	6	40%	Completely stupid fighter with crap characters.	
Wave Race 64	Nintendo	1-2	●		●	1	83%	Excellent jetski game, but a sloppy PAL conversion lets it down.	
Wayne Gretzky's 3-D Hockey	GT Interactive	1-4	●		●	5	78%	Good for its time, but now superseded.	
Wayne Gretzky's 3-D Hockey '98	GT Interactive	1-4	●		●	10	78%	Update of the above, but no longer the best around.	
WCW Vs NWO World Tour	THQ	1-4	●	●	●	9	83%	Good multiplayer game, outdone by WWF Warzone.	
WCW Vs NWO Revenge	THQ	1-4	●		●	20	85%	Update of WCW Vs NWO World Tour; slightly better.	
Wetrix	Ocean	1-2	●		●	16	85%	Fantastic water-based puzzle game.	
Wheel Of Fortune	Gametek	1-3		●		10	30%	Pathetic, Jenny Powell-free US version.	
Wipeout 64	Midway	1-4	●	●	●	21	80%	Exciting future racer, but struggles with more than two players.	
World Cup '98	EA Sports	1-4	●		●	14	86%	Yet another update of FIFA.	
World Driver Championship	Midway	2	●	●		29	79%	Disappointing racer that lacks thrills.	
World Soccer 3	Konami	1-4	●			9	86%	Japanese version of ISS 64.	
WWF Attitude	Acclaim	1-4	●	●	●	30	87%	Takes Warzone's place as the best wrestling game.	
WWF Warzone	Acclaim	1-4	●	●	●	17	86%	Decent wrestler, now superceded by WWF Attitude.	
XG2	Acclaim	1-4	●	●	●	20	70%	Sequel to Extreme G, but nowhere near as playable.	
Yoshi's Story	Nintendo	1	●		●	13	79%	Sugar-sweet platformer for kids; far too easy for anyone else.	

64 TOP PARTY/PUZZLE



- 1 Bust-A-Move 2 91%
- 2 Bust-A-Move 3DX 90%
- 3 Puyo Puyo Sun 64 87%
- 4 Wetrix 86%
- 5 Lode Runner 82%

64 TOP STRATEGY/SIMULATION GAMES



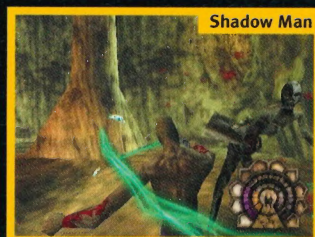
- 1 Command & Conquer 90%
- 2 Premier Manager 64 85%
- 3 Blast Corps 80%
- 4 Pilotwings 76%
- 5 Virtual Chess 65%

EXPANSION PAK GAMES

If you want to take N64 gaming to the next level, then you'll need to lay your grubbies on the Nintendo Expansion Pak! Costing £29.99, this little gizmo plugs into the front of your N64 and enhances its performance no end. Improved graphics, better AI – you'll wonder how you managed without one!

OUT NOW

All-Star Baseball 2000
Command & Conquer
Ken Griffey Jr's Slugfest
NFL Quarterback Club '99
Quake II
Re-Volt
Shadow Man
South Park
Star Wars Racer
Star Wars: Rogue Squadron
Top Gear Overdrive



Turok 2: Seeds Of Evil
Vigilante 8
WWF Attitude

COMING SOON

40 Winks
Armorines: Project Swarm
Army Men: Sarge's Heroes
Bassmasters 2000
Battlezone 64
Caesar's Palace
Daikatana
Donkey Kong 64

Duke Nukem: Zero Hour
Hybrid Heaven
Jet Force Gemini
Knockout Kings
Lego Racers
Madden NFL 2000
Michael Owen's Soccer
Motocross 64
NBA Courtside 2
NBA Jam 2000
NFL Quarterback Club 2000
Nightmare Creatures 2
Perfect Dark
Polaris Snowcross



Rayman 2
Ridge Racer Revolver
Road Rash 64
South Park Rally
Starcraft 64
Supercross 2000
Top Gear Hyperbike
Top Gear Rally 2
Winback
Turok 3: Oblivion
Turok: Rage Wars
Vigilante 8 2: Second Offense





Run screaming,
you blue freak!
Bwah hah hah hah!



Ninfo!

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Annual Subscription Rates

UK: £30 Europe: £36 Rest of World: £46

Printed by Duncan Web Offset, Farleigh Hill, Tovil,

Maidstone, Kent, ME15 6XA.

Distributed by Seymour, 1st Floor, 86 Newman

Street, London, W1P 3LD. Tel: (0171) 396 8000

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ISSN 1366 6266

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64 MAGAZINE is published by Paragon Publishing Ltd (tel: (01202) 299900, fax: (01202) 299955, http://paragon.co.uk) and is available from your local wholesaler.

64 MAGAZINE is distributed by Seymour (tel: 01202 200232) and is fully SOR.

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